

PURE GAME BOY EXCITEMENT

GB ACTION

DECEMBER 93 ISSUE 19

ONLY
99P

Skynet must be
destroyed! Mechanoid
malevolence in...

ROBOCOP VERSUS TERMINATOR

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OFFICIAL NINTENDO
GAME CATALOGUE
INSIDE

100% GAME BOY

REVIEWED: GOAL, T
LAMBORGHINI, TIM
PREVIEWED: ROB
PLUS GUIDES, TIP

FRANTIC ANTICS, DENNIS,
TESSARAE, REN AND STIMPY
CLIFFHANGER, LAWNMOWER MAN
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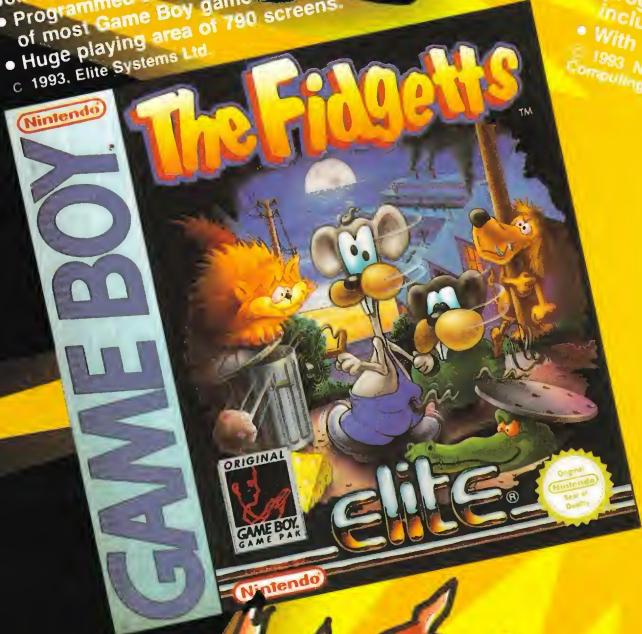
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GB ACTION



WELCOME TO THE PLEASUREDOME...

In Xanadu Kubla Khan decreed that a mint Game Boy mag should be produced to serve the readership of the entire galaxy.

Alex Lee



Editor

Ernst Stravos Blofeld, much given over to the frenzied stroking of his fury white pussycat and the wearing of utilitarian grey suits, has had a busy month. He's been plotting world domination and feeding software house PR reps to the sharks swimming in the basement beneath Europa House, the secret headquarters of SPECTRE.

Marc Keating



Deputy Art Editor

Last seen effecting a miraculous escape from a doomed space station, Jaws has since been pursuing a career in dentistry. He is no longer the loyal henchman but is now the boss. His inevitable plans for global domination include ripping out everyone's teeth and replacing them with sparkly aluminium for no readily apparent reason.

Art Editor

It can't be much longer before Oddjob bloats into Goldfinger proportions, but for now Mr Odd is content to achieve global domination by decapitating innocent statues with his metal-edged bowler hat. He vows to avoid large metal rooms stacked to the ceiling with large amounts of gold bullion because of the danger of electrocution.



Jason Spiller

Contributor

He has been putting his gleaming blonde pate to use most recently on the trains between Bognor Regis and Macclesfield. He sneaks up on inspectors from behind, extracts a lethal wire from his wristwatch and then threatens to strangle them if they don't allow his Powerbook to travel half fare. Global domination? He's not too bothered, to be honest.



Andy Sharp

Senior Staff Writer

A mere apprentice in the world of villainy, Baron Samedi has spent his time practising saying "Ah, we meet again, Mr Bond," with a heavy Canadian accent he recently acquired in Canada of all places. There, his plans for global domination were unfortunately scuppered when someone else fed him to the sharks.



Ian Lynch

Production Editor

The Man with the Golden Gun, Scaramanga, has a day job assassinating the heads of state of certain obscure Latin American countries. He also moonlights in the field of global domination and plans to hold the world to ransom by threatening to fire a powerful laser into the heart of the sun, which wouldn't do very much really...



Robert Smith

Staff Writer

Surprisingly, Dr No doesn't pass the time on his private Caribbean island planning global domination and feeding people to the sharks. Instead he wanders the island meeting people and forcing them to ask him questions to which he always replies, "No." Okay, so if they displease him he feeds them to the sharks anyway, but a villain's got to have a life too, you know.

PURE GAME BOY EXCITEMENT

GB ACTION

Welcome to the all-new GB Action. We've completely revamped the magazine just for you eager readers and it's still a snip at only 99p! What a bargain!

You're witnessing a new era in GB Action. Check below for the new staff and have a gander inside at what I'm sure you'll agree is a far more exciting, challenging and in yer face read. Gone

are the days of rounded screenshots and fluffy made up words. Gone is the pre-pubescent look and feel.

In place of the old, predictable fare, we've gone for the jugular. The Game Boy can now be bought for as little as £30 if you shop around, thus making it the most accessible hand held ever. What I mean is this.

It doesn't matter how old you are, what your socio-economic background is or whether you're a lad or a lass. There's no excuse for not owning a Game Boy.

Following on from that, there's no excuse for not buying GB Action magazine. Everything you'll ever need to know about the Game Boy you'll find in here.

The letters pages, Write Here, Write Now are your vehicle for yelling out your 'Boy related hopes and fears. Get scribing. We want to know what you're all into so we can improve the mag.

All the best, **ALEX LEE**

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EUROPRESS
INTERACTIVE

REGULARS

NEWS

06

If it's any good and it bears any relation to the world of the Game Boy and its users, it's all in here! Important games just off the drawing board, exciting new peripherals, up to the minute Manga updates and more just for you. The world's only Game Boy mag is at your service.

REVIEWS

08

And loads of 'em! The Fidgetts come barnstorming in, Lamborghini American Challenge takes us on a high speed journey to turbo charged heaven, Dennis creates havoc in suburban households everywhere, Tom and Jerry keep on fighting, and Goal scores. And there's more – believe it.

COMPOS

26

Over a thousand pounds worth of Lamborghini goodies, a full football kit of your choice and loads of other exciting gifts are all up for grabs this month. A great philosopher once wrote, 'If you don't buy a ticket, you won't win the raffle.' Don't be bored and unfashionable – enter 'em now.

PREVIEWS

38

Who is the hardest between Spider-man and Batman? Will Bart Simpson safely negotiate a beanstalk? Does Spiderman enlist the combined special powers of the X-Men? Is it possible for Robocop to save the world from Termination? Maybe – check out these and then some!

GAME BUSTERS

51

Although the mag has undergone radical changes, the guides remain at an unfeasibly high standard. The toughest parts of Battle Of Olympus and Empire Strikes back are explained in intricate detail this month. There's also another mint serving of hints, cheats and codes for your enjoyment.

BUYERS GUIDE

58

It's the definitive Game Boy cart chart. Don't be fooled by expensive advertising campaigns or word of mouth that's been whispered by inhabitants of the far east. Go on page 58 for the most accurate and thorough guide you'll ever see. Four pages of precise mini reviews and scores.

THE ONLY GAME B

CONTENTS

PREVIEWS

We won't con you with reviews of in-development games. We've got a load of previews showing you how far down the production line they are.

The most eye catching of the previews we have so far is Interplay's Robocop versus the Terminator. This is closely followed by the Konami triumvirate of Batman the Cartoon Series, Tiny Toons and Teenage Mutant Ninja Turtles 3.

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FEATURES

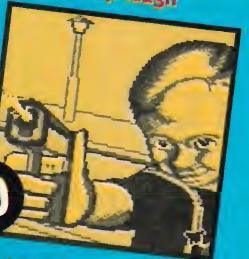
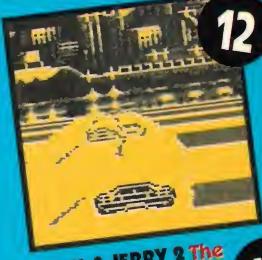
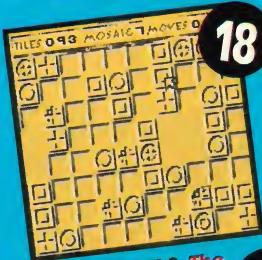
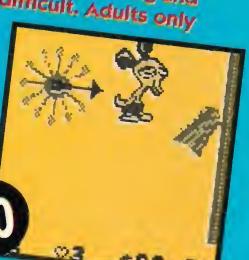
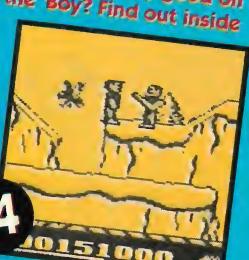
There's a special introduction to the mad and marvellous world of Manga video with two full reviews and some mind boggling stills. Bart Simpson, the yellow haired yank, gets a page of his own too.

Anime shows us the way...



REVIEWS

Loads of incredible in-depth analyses of the latest, hottest Game Boy releases. There's no need to look further than GB Action for reviews.

 <p>FIDGETTS It's a bit like Lemmings (but funnier) and it's a top laugh</p>	 <p>DENNIS Another young, blond lad annoys a load of adults</p>
 <p>LAMBORGHINI The need for speed is quenched right here</p>	 <p>TOM & JERRY 2 The funniest cartoon duo ever have returned!</p>
 <p>TESSAREAE A puzzler that's infuriating and difficult. Adults only</p>	 <p>REN & STIMPY 2 The second funniest 'toon duo are here too!</p>
 <p>ENGLAND VS GERMANY SUPER CUP</p>	 <p>CLIFFHANGER Sly Stallone flexes his muscles in the snow</p>

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BOY MAG IN THE WORLD



TOP PRESS



NEWS

FROM THE GAME BOY WORLD



Alex Lee welcomes you to the new look, doubly informative news pages with everything from anime to zoology. Glue your eyes to this information overload.

UTTER CARNAGE

THQ's best ever SNES game will soon have a Game Boy cousin. Total Carnage takes the Super Smash TV (a SNES future gameshow shoot 'em up along the lines of the Williams arcade machine Robotron) scenario into the great outdoors.

Instead of being confined to a television studio, you now have carte blanche to blow away enemies in vast deserts. Viewed from almost directly above, the action is relentless. Thousands of enemy soldiers swarm on, engulfing you unless you kill 'em first. Power-ups are close to limitless, with cer-

tain add-ons making your weapon's fire power almost full screen. Saving static 'good' folk and blasting away for minutes on end against enormous guardians add to the gameplay.

Total Carnage heralds the beginning of a new THQ era. More coverage soon.



Left: General Akhboob, the leader of the baddies, in typical megalomaniac mood.



Right: A near full screen guardian that spits out rank venom from almost every pore.

TOTAL CARNAGE

SISTER MAGS

The four mags on the right are all related to GB Action. All published by Europress Interactive, these titles are guaranteed to be considerably more of a riveting read than rival publications. You read it here first. Buy 'em.

SUPER ACTION

MEGA ACTION

AMIGA ACTION

PC Action
BRITAIN'S BRIGHTEST PC GAMER MAGAZINE



ANIME ON THE WAY

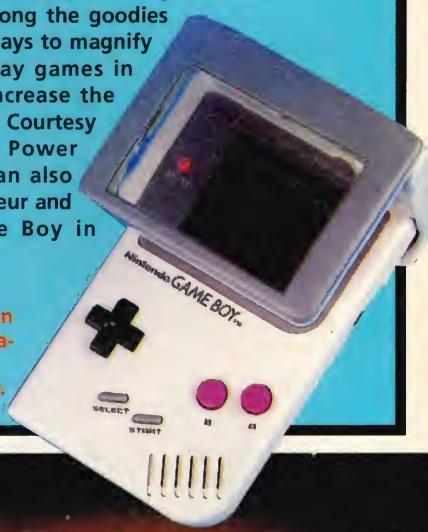
The Heroic Legend of Arislan (Part II) takes us back to Pulse. The action is set in 320 AD and the Pulse Empire has been invaded by the Lusitanian army. Prince Arislan, driven from his homeland, has only one aim – to regain the throne that's rightfully his. A perilous journey ensues through hostile lands with his four loyal subjects in an attempt to conquer the evil forces massed against him.

They reckon, however, without the mysterious Silver mask and Arislan must do some unforeseen soul searching. Directed by Maoru Hamatsu and rendered in the more familiar Anime cartoon style, this could be an essential Manga purchase.
(Certificate PG)

Ninth Phase

Euromax have launched a new division, Phase 9, specialising in GB add-ons. Among the goodies they offer are ways to magnify your screen, play games in the dark and increase the sound big time. Courtesy of the Phase 9 Power Traveller you can also bug your chauffeur and play the Game Boy in your car. Neat.

How your Game Boy will look when it wears its spectacles. Everything's much clearer now.



MARVELLOUS MANGA

Tetsuo II: Body Hammer is a nightmare vision of a man who becomes a human gun. Unlike the majority of Manga videos, this release isn't animated.

It stars real people, thus giving it maximum disturbing impact.

The original, Tetsuo: The Iron Man, was Tsukamoto's



Above: The gritty cover of a crazy, mixed-up Manga movie. Highly recommended.



impressive directorial debut in 1989 and, according to the critics, the sequel is even better. Imagine a David Lynch flick in Japanese with a Japanese cast and you're getting the idea.

In a kimono-clad nutshell, Tomoo (played by Tomoroh Taguchi)'s son is kidnapped and he freaks out royal style. His body eventually mutates into a massive gun and all hell is let loose. Recommended. (Certificate 18)



HMV VIRTUAL RETAILING

Opened officially on the 29th of September, HMV Level One is the world's biggest video games store, situated at 150 Oxford Street, London.

It's like er... the inside of a spaceship in many ways - big, silver and futuristic. Apparently the lighting can be changed, via 24 channels of computer controlled light, to create different moods.

A 25 screen video wall is the focal point of the store. All sorts of mad challenges happen here, with the screens divided up depending on the number of players having a dabble. Check it out next time you're in the area - if the game you want isn't there, you're gonna struggle to find it anywhere else.

'BOYS R US

In case you didn't know, the Game Boy is now available at all Toys R Us superstores nationwide for the princely sum of £29.99, thus making it the best value hand held by an even bigger margin than ever before.

Anyone still Game Boyless would be a fool not to take advantage of this ludicrously low price. Let's face it, thirty bob is nothing these days - you can't buy a football shirt or a decent round of drinks for less.



UK CHART

This is the chart to be believed. Elspa have the most accurate chart rendering facilities known to man.

- 1) MORTAL KOMBAT Acclaim
- 2) SUPER MARIO LAND Nintendo
- 3) SUPER MARIO LAND 2 Nintendo
- 4) LEMMINGS Ocean
- 5) F15 STRIKE EAGLE Microprose
- 6) GOLF Nintendo
- 7) ZELDA Nintendo
- 8) SUPER KICK OFF Imagineer
- 9) ASTERIX Infogrames
- 10) BUGS BUNNY Nintendo

Looks like you've all believed the hype. Is Mortal Kombat really all that good? And look at all the Nintendo carts.

LUCLE STAR

Vic Tokai have one of the quirkiest games yet up their sleeves. Lucle, due for release over here in the first quarter of next year, is unlike anything I've seen before.

A stick with a hexagon on each end has to be guided across a network of larger hexagons to the goal - a set of darker, patterned polygons. The

stick waves from side to side with one of its ends acting as the axis depending on which button you press.

Remember where you saw it first.



time 279

SCOOP

Zool from Gremlin and Sensible Soccer from Sony Imagesoft could well be the next big things on the Game Boy. Both have good looking SNES counterparts - both will be reviewed fully next month.

A new lifestyle supplement could be comin' at ya in GB Action some time in the future.

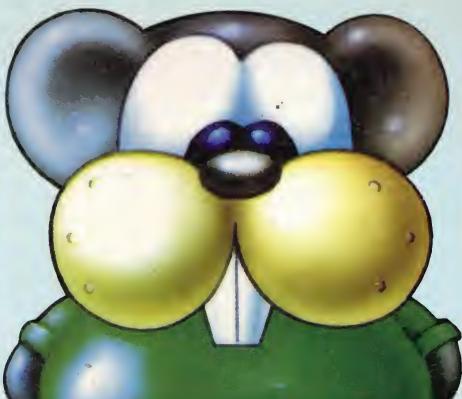
Spotted in Super Action's December issue, it's called Over The Edge and it's full of the quirky side of life.

The first sampler edition features Alien War, an exclusive revelation about John Major, a piece about the latest household technology and an interview with a professional bodyguard.



REVIEW

Below: Get out the catapult to see off a deadly gnome!



THE FIDGETTS

Having been locked inside a quiet country barn Pa Fidgett and family make a beeline for the Game Boy...

You know it's not easy being cooped up inside a dingy barn 24 hours a day, ask Pa Fidgett, he'll tell you. The best thing for anyone stuck in a place where nothing ever happens is for them to get away.

This is where Pops goes wrong. Stowing away on board a boat across the pond to the States may seem like a good idea but there are drawbacks. Especially when you're a family of mice. The trouble is Freddie's gone missing, swept away down a drain. So Frankie has to do the noble thing and set out to rescue his wayward brother.

Throughout each of the levels there are plenty of objects which can be moved around to assist in its completion. Blocks and springs are just a couple of your friends here. They're much needed for Freddie isn't able to leap as high as Frankie.

The brothers are different in size,

shape and abilities which gives the player the feeling that the sprites are individual characters. Or maybe that's me being a bit strange.

Any mistakes or a little hesitancy will leave you in a very dodgy position indeed as the timer you have to beat is dead harsh. The likelihood is that you will fail miserably. It takes a while to suss the levels but some perseverance will pay off.

Between each puzzle section there is a Breakout level where you smack a ball at some blocks until they disappear. Just like the old arcade classic. Even the complicated and difficult sections are in here. This makes a pleasant change from the puzzle zones.

As you would expect from an Elite game the graphics are top notch, every nook and cranny is fully detailed.

Couple this with some perfect scrolling plus easy to use controls and you could find the fidgetts in

"The graphics are top notch. Every nook and cranny is fully detailed"



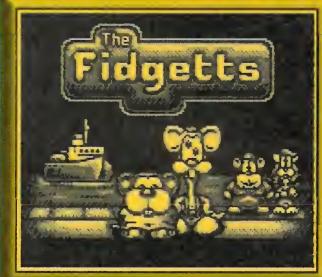
your system for quite some time.

Although the concept isn't the most original you're ever likely to see, the execution is almost as impressive as that of ancient King Charles the First. ANDY SHARP



Above: Tall Frankie leaps over boxes with ease, bringing a helping stool to little Freddie. Quick, time's pressing.

GB PANEL



OFFICIAL RELEASE

PUBLISHER Elite
GENRE Platform / Puzzler
RELEASE DATE November
PRICE £24.99

One of the cutest games in an age, The Fidgetts looks set to be a winner. This game should, and probably will, rival the greats like Lemmings and Krusty's Fun House. It certainly deserves to.

This cart provides a real challenge. Get your head around this - a total playing area of 790 screens. Fidgetts is pure thumb-wearing excitement.

Although it took me a while to suss the first level, once I got into the swing of things I couldn't put the game down again. The password system is annoying as you have to make a fair amount of progress before earning it. The only downer I can think of is the fact that a single failure to complete a stage ends your game. Still, this is a stormer!

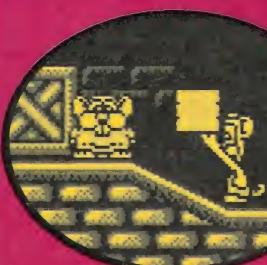


OVERALL
91%

All that scratchin' is makin' me itch



Left: Chubby Freddie can't jump very high. Good job with the spider waiting.
Below: Frankie brings a box to help his pal.



Above: Run around the kitchen and face... what is that bulbous blob?

HARDER THAN A FROZEN RABBIT!

- GAME ZONE



89% - NINTENDO POWER "The first Platformer with two player simultaneous action For GameBoy. It's like playing with a turbocharger kicked on."

85% - CVG "Titus is the only one to go for! Perfect if you're after a challenge. A combination of action and puzzle solving make it extremely addictive."



Also available: 'Lamborghini American Challenge' & 'The Blues Brothers' on SNES and GameBoy.

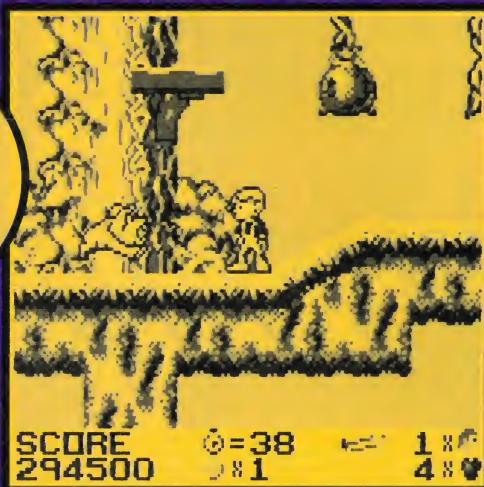
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REVIEW



Recently given the big screen treatment courtesy of Hollywood and John 'Home Alone' etc. Hughes, Dennis now appears on the 'Boy small screen'. Dennis doesn't have the greatest of reputations for good behaviour — he's a real hyperactive troublemaker (probably caused by E numbers or something).

This time, however, he's innocent. Framed for a crime he did not commit (the stealing of Mr. Wilson's prized coin collection) Dennis sets out to recover said coins, clear his name and prove that he really is the angelic little cherub he sometimes appears to be.

You play, surprisingly enough, Dennis, bent on retrieving those coins even if it involves travelling through the spooky forest, sewers and beyond. A boy with a mission!

It's platform mayhem all the way with the usual requirement of collecting the various bits and pieces

DENNIS

Dennis is on the loose but neither the black and red jumper or Gnasher are in sight. Blond, but still a pain, this is Dennis American style...

lying around. Here they include coins, stars, time boosters and extra lives. The game begins with a little animated section featuring our Dennis. Our little scamp is being... a

little scamp — dousing Mr. Wilson with a well-aimed shot from the water pistol. Then he's off, bounding around the household furniture, avoiding the odd flying pan, rolling boxing gloves etc. — the usual things which you see floating around your own home every day!

Armed with four lives which each allow six 'hits' Dennis is ready for action. After finding the key to that allows him to leave for the great outdoors our Dennis is off like greased lightning.

The Dennis sprite is quite big and well drawn. He moves very smoothly around the locations, despatching the 'monsters' — actually rather cute looking squirrels and the like. This

"Dennis leaps up trees in a way that would make Superman proud."

he does with one of his three weapons, a water pistol, pea shooter and catapult. Each one kills a particular type of beastie. Having had plenty of practice running away from all the trouble he causes Dennis has developed a fair bit of speed. Once pointed in the right direction

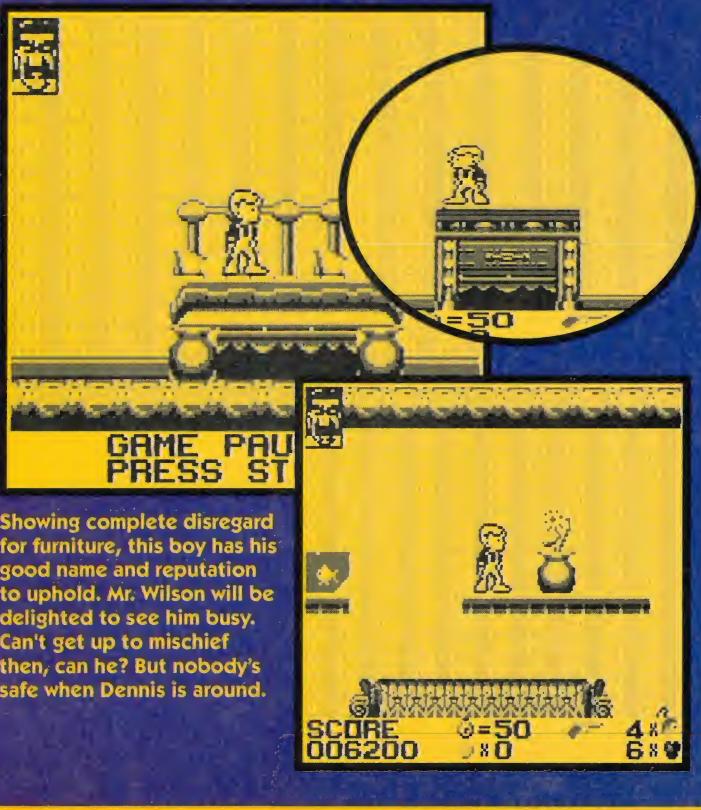
it's head down and he's away. As far as being able to jump — can he ever!

With arms pulled in to aid his aerodynamics

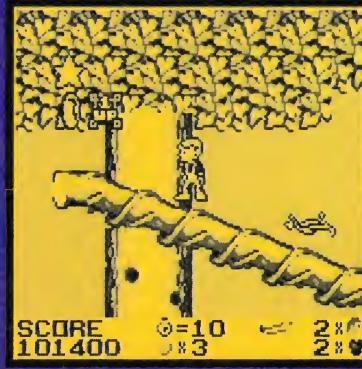
Dennis leaps up trees in a way that would make Superman proud. Afterwards, with arms spread wide like wings, he floats effortlessly to a soft landing.

This sprint speed is quite important since you get a one minute time limit to complete each separate

Demolition Dennis

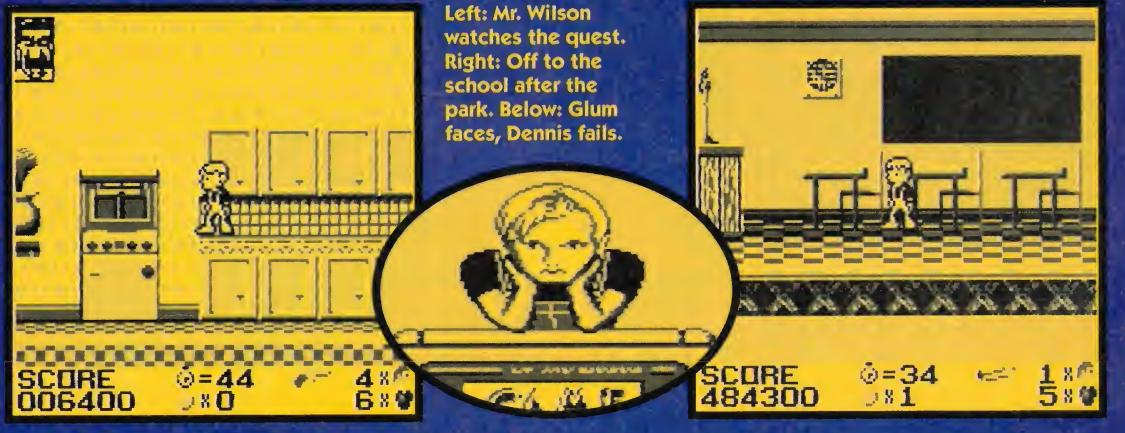


Showing complete disregard for furniture, this boy has his good name and reputation to uphold. Mr. Wilson will be delighted to see him busy. Can't get up to mischief then, can he? But nobody's safe when Dennis is around.



Left: Running away from a little grasshopper! Only until he's got the extra life. Right: Floats like a butterfly, stings like a bee, this is Dennis not Muhammad Ali.

Searching high and low



level. Dennis doesn't even like pausing for breath. Just watch his reaction if you happen to stop for a second or two!

The gameplay in the first few levels is quite straight forward. The different areas are sizeable and in the first place it's well worthwhile checking out all the locations – there's no bonus for finishing the level within the time limit.

As you progress to the spooky forest the number of 'baddies' increases making it a little more difficult, but not much. In order to complete the level you need to find the four coins with crosses and then get to the exit (which isn't sign posted – but how much help do you need?).

The sewers present different problems which require Dennis to do a great deal of jumping about, avoiding the fish (which can't be killed) and still picking up the coins. After each 'hit' Dennis flashes and becomes invincible for a few seconds (as if he doesn't seem to be already).

Use up all six 'hearts' and you

"Dennis doesn't like pausing. Watch his reaction if you do"

lose a life and have to start the level again. Likewise if you fall in the sewer, apart from ending up dirty and very smelly, you lose a life. Fortunately at

the end of each level Dennis' hearts are replenished to a full quota of six.

This boy means business. A scamp he may be but he's got some feelings for old Mr. Wilson – for a while, anyway. **ROB SMITH**



Down and dirty



Right: Pass the leering faces and the dangers of the sewers to reach an end of level meeting with the portly sewerman. Top: Quick fire and see him off.

GB PANEL



OFFICIAL IMPORT

PUBLISHER Ocean

GENRE Platform

RELEASE DATE 22 October

PRICE £24.99

Don't be put off by the naff film, the game is distinctly playable. Dennis is very easy to get into and you should progress through the first few levels fairly quickly. Through the sewer to the adventure park, to the school and beyond. A straightforward, but quite pretty, platform game.

Collecting coins is well worn, and the challenges are a bit too easy, yet Dennis should keep hardened games players occupied for a while. The overall presentation is top quality. With the film being aimed at the younger audiences, so the game appears to be similarly targeted.

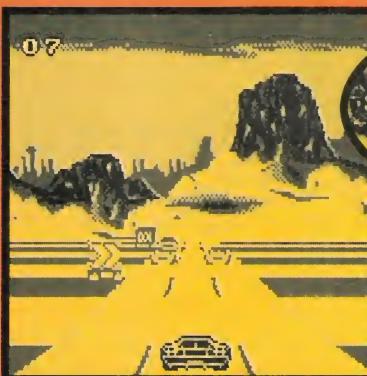
Dennis plays well, looks quite good but may not provide a huge amount of lasting appeal. Well worth a look anyway.



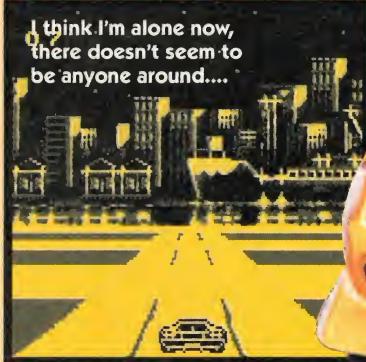
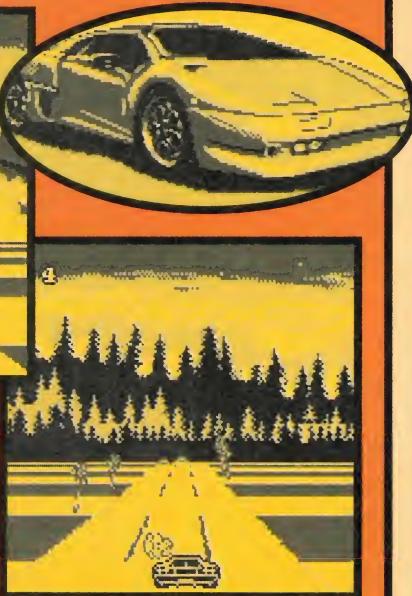
**OVERALL
82%**

REVIEW

Mean machine



Top right: Your Lamborghini Diablo in all its glory.
Above: Cruising into Colorado, now how do I pass these guys?
Right: Nighttime falls as the leaders blur with the trees on the horizon. Time for a nitro!



LAMB AMER

Faster than a flash of lightning and lasting eons longer, Lamborghini screams onto the 'Boy as if possessed by the devil himself...

Big open stretches of road, hot, sticky surfaces and more crazy road racers than at the "Psychopath's in Turbocharged Vehicles" convention. You are left driving a little motor called a Lamborghini. Lean, mean and built for speed!

That's exactly what you get! Speed in abundance. Straight from the off you're moving at dangerously fast speeds down one of the numerous American highways.

You begin by choosing one of three drivers. There is no difference, however, between the drivers other than their looks. They all, shock, drive Lamborghinis very, very quickly indeed.

A betting system allows you to

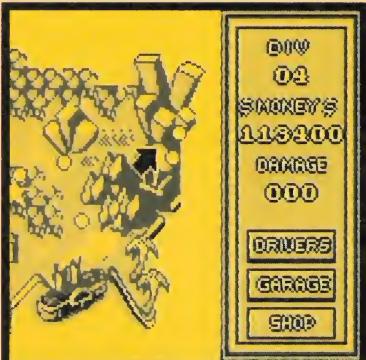
increase your winnings (or losses). A misguided bet could land you in dire straits (and who wants to be associated with them?). All this takes place before you've even set eyes on your racing machine!

Viewing the car from behind leaves you clear to keep note of the other racers ahead. This in turn gives you plenty of time to adjust either your speed or your position on the road.

Furiously paced, as you would expect when driving a Lamborghini, the roads twist and turn with frightening regularity. If you're going to stay on track a combination of precision timing and lightning reactions wouldn't go amiss!

With all of the illegal racing taking place, and the sheer pace of

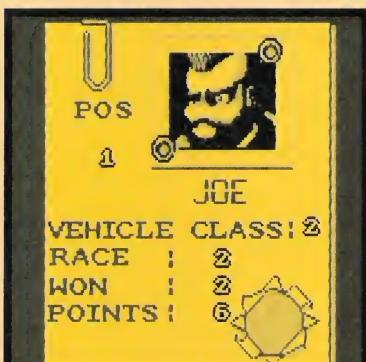
**"They all, shock,
drive Lamborghinis
very, very quickly
indeed"**



The eastern seaboard, as the yanks call it. The big stack of skyscrapers symbolises New York, surprise, surprise.

your car, it's inevitable that some damage will occur. Keeping the odd bundle of cash in your account would be wise as you're probably going to have to repair your car after every race. Whether you do or not of course, is entirely up to you!

All the races are illegal so there's a fair chance that the Police will be giving chase on some courses. A speeding fine could end your racing days forever. The possibility exists that you'll get through completely unharmed, the billboard before the race will tell you the necessary.



Checking out your opponents before the race is an idea worth considering.

With all the rapid scrolling and busy screens, it's a relief to see no sign of blurring sprites anywhere.

As if this wasn't enough for the true road racer there's an option to improve everything on your car. From snow tyres to radar jammers, it's all here. You're completely spoilt for choice really!

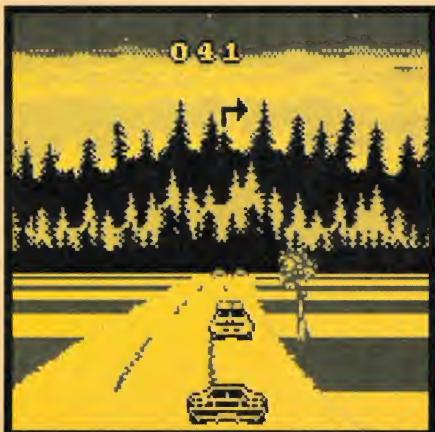
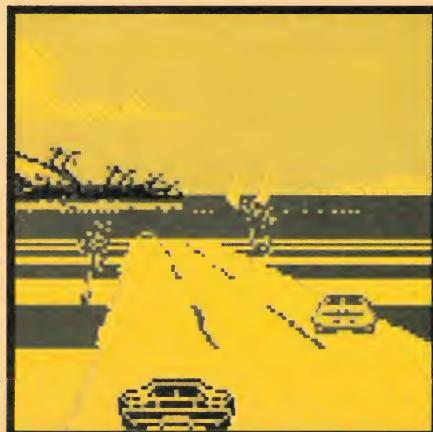
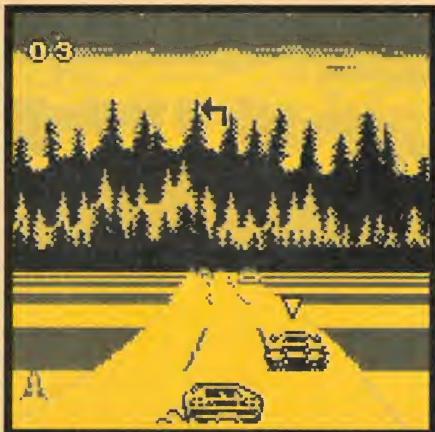
Right: Coming up to an opponent I'm about to move into second place.

Hang on, what's that blur ahead?

Next right: Nuts!

I'm doing 267 km/h and I meet the cops.

Far right: Pulled over. These on the spot fines are an absolute pain.



LAMBORGHINI AMERICAN CHALLENGE

One noticeable downfall in Lamborghini is the lack of realistic roads. There are no hills to drive up and no tight corners to manoeuvre around. This is a minor fault in an otherwise engaging and challenging game.

A major point of recommendation is its gameplay. There's no wondering what you should do next. It's just accelerator, brake and steering. What could be easier?

It does take a little time to get used to the other traffic on the road and how to get past quickly and

safely. Other than this, it's an instantly playable, pedal to the metal romp through 12 races each with varying specifications and difficulty.

"An instantly playable romp through 12 varied races"

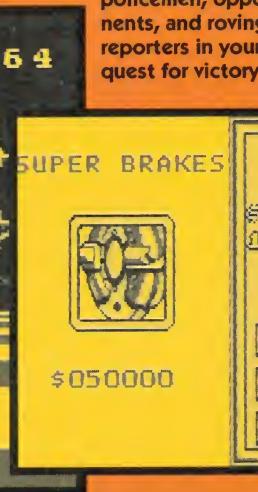
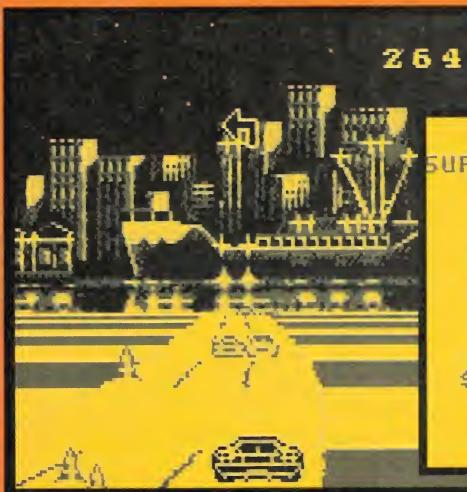
I absolutely promise not to mention options after this. There are so many I haven't mentioned but there is a continue option with possibly the longest codes I've seen in my life. Dead handy for the inevitable restart.

The sprites themselves are pretty small, but clear. Your car is always

Right: Don't bet with me fool, or you'll lose your money. We'll see.....



All tuned up



Below left: Dodge traffic cones, policemen, opponents, and roving TV reporters in your quest for victory.



Above and left: After a hard race repairs are essential. At fifty grand a time for new brakes winning money is pretty essential too.

GB PANEL



LICENSED BY
Nintendo
© 1993 Titus

OFFICIAL RELEASE

PUBLISHER Titus

SUPPLIER Titus

RELEASE DATE November

PRICE £24.99

After suffering the misfortune of having to review RoadRash last issue this came as a welcome relief. Lamborghini is a sound example of how a rear view racing game should be put together. Betting, garage and police features really add that little bit extra to the gameplay which makes Lamborghini so enjoyable. My favourite bit is the betting, it's well satisfying to take money off the poor sap you've hammered in the race.

The game is let down, though, with the failure to incorporate stuff like a road that goes up, or turns sharply. Surely this can't be too difficult to program. Still, these are minor gripes, Lamborghini is a fine game, if you like racing games then buy it.





Secondary Communication

Items: 1

The competition just got
a whole lot tougher.



Tertiary Communication

Items: 1

Endline

Nincontinent
Nintimidating
Nintendo



Packaging

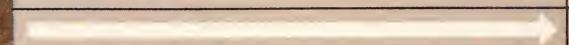
Items: 1

Packshot

Street Fighter II Turbo



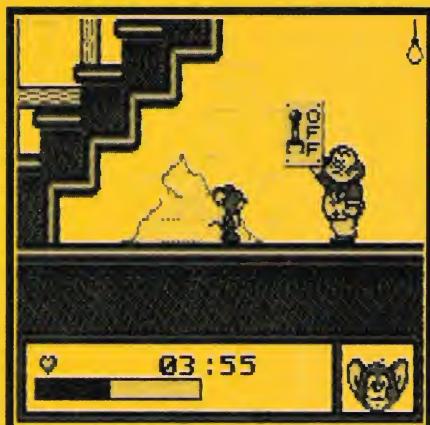
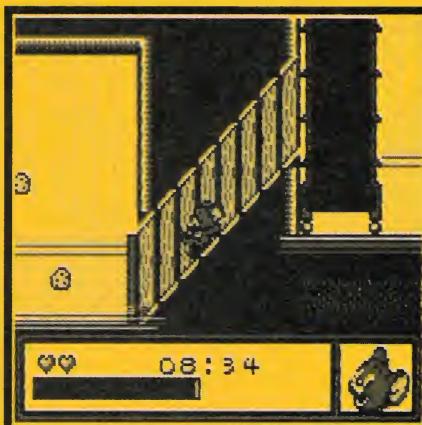
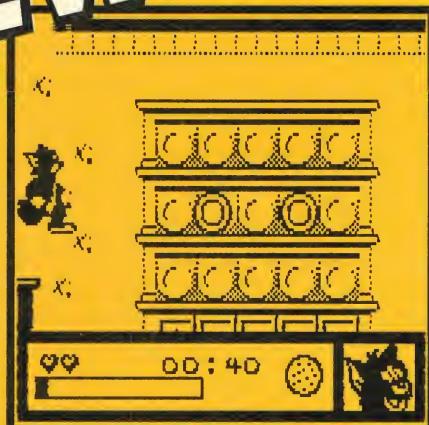
Console with game around £140.
Game around £60.



Headline

REVIEW

Right and centre: Tom and Jerry frantically collecting their fish and cheese. Far right: Dr Applecheck plunges our heroes into darkness. Nasty little man.



Fresh from short lived big screen fame, those lovable arch enemies turned best of friends, Tom and Jerry, turn their attentions to the smallest screen of them all. Will the cartoon favourites take their place in the Game Boy Hall of Fame, or will prove to be simply the latest in a very long line of average platform character licenses?

Once upon a time Jerry, a merry mouse, and friend to all, ate happily. Tom earned his Go Cat by

"A frustratingly playable platform pleasure, or something like that"

Tom and Jerry — mindless pap encouraging young children to thwack each other with frying pans? Or just great entertainment? Now you can decide.

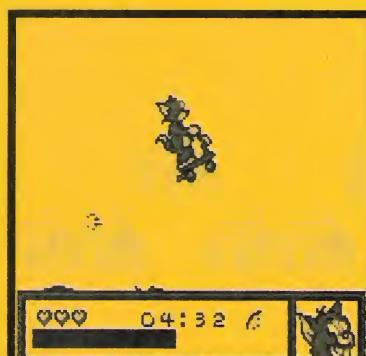
attempting to catch the aforementioned rodent, and the two had lots of rough and tumble style frolics in the meantime.

This happy situation lasted for about fifty years until, horror of horrors, the demolition crew moved into the neighbourhood.

The daily dangers brought by the dastardly demolition men included swinging baseball bats, big dogs called Butch, falling pianos and flying food. No one said life was sup-

CONVERSELY

Frantic Antics is above average and fun for a while, but characters such as Tom and Jerry call out for inspiration not mere competence. Maybe I'm expecting too much... anyway it's ok. Ian



Tom mounts his trusty steed. He must pick up enough speed to leap the yawning chasms that confront him.

TOM AND FRANTIC

posed to be easy.

In the new Game Boy incarnation, before Tom even gets home he must leap great chasms on a scooter, avoid a drenching from fire hydrants, and dodge falling plant pots. It's not unusual or groundbreaking, but it's fun.

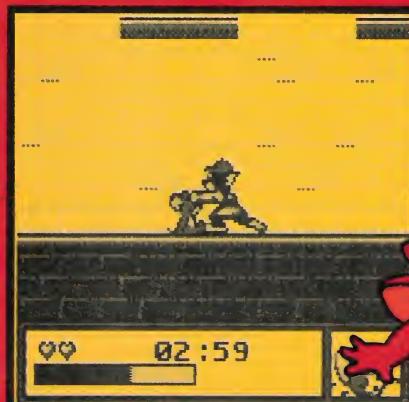
Two levels of running through the demolition site sees Tom leaping over swinging demolition balls, dangerous spikes and enchanted toys. Following this Tom must run about, find some secret rooms, collect fish,

and generally perform all sort of frantic antics.

Jerry then takes the lead in a swimming platform level. Until this point, the game is a fairly simple, but highly playable platform romp. Don't be deceived! The first few stages may be played for fun but then the action steps up a gear, both in difficulty and originality.

A constantly moving platform race introduces Ferdinand the Dog. The characters from the film start to appear much more frequently from

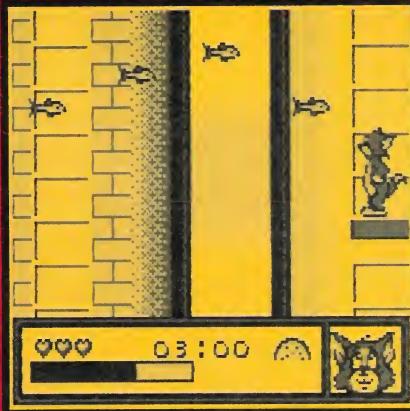
Double trouble



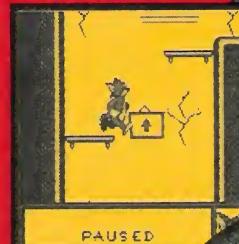
Left: Tom attempts a Vulcan mind link with Jerry using his incredible telepathic powers.



Fishy fun



Right: Tom's task is to collect all those floating fish! Below: Can you guess which way to go now?



PAUSED



JERRY.. FRANTIC ANTICS

hereon in.

Instead of the typical plot of running manically around until the end of the level, several tasks must be performed. Items must be collected and returned, action run around puzzles must be solved, and different levels bring new things to collect. One of these is a pair of springy heeled boots. These little beauties give three different heights of jump and introduce a beautiful variety of control. You'll need it.

A frustratingly playable platform pleasure is a phrase that leaps to mind. Levels such as the confrontation with Dr Applecheek, played with the lights off, seem very difficult at first, but quickly become second nature.

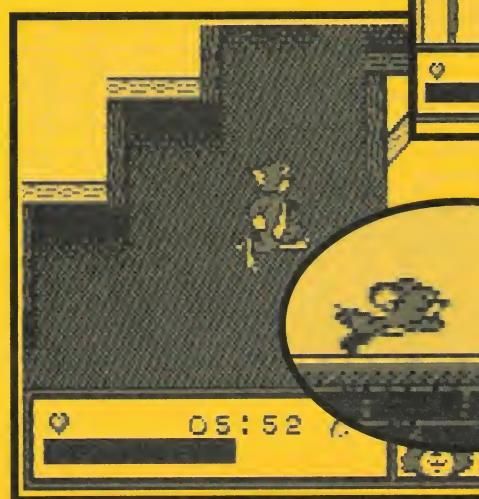
Completing each level is one thing but the bonus rooms are also well worth finding. Exploration is recommended, four crumbs of a biscuit are scattered on each and every level, munch them all and you get an extra life. Mind you, since these are scattered far and wide it's no easy task.

Passwords are included but don't detract, and being spaced a few levels apart lessens their effect.

"It may not be unusual or ground-breaking but it sure is fun"

Starting at the beginning, (where else?) is a top tip so you can store up those extra lives to throw away on the tougher later levels.

Thankfully the task of locating all the secret bits is aided by the handy positioning of a fish or cheese. There you are, bounding merrily along, up in the top corner when you glimpse a tasty morsel. Rather than killing the cat, as the old adage states, here curiosity is rewarded.



Above: In this game books are much better thrown than read.

Left: Tom finds a secret room full of fishy goodies.

GB PANEL



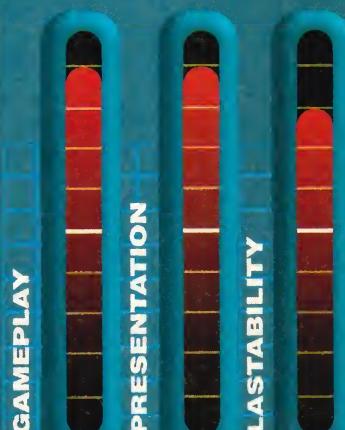
OFFICIAL

PUBLISHER High Tech Expressions
GENRE Platform
RELEASE DATE Out Now
PRICE £24.99

No matter how daft the idea of having Tom and Jerry as friends might seem, this is real platform-mando fun! The controls are sensitive and they need to be. Unlike many similar games, exploration and the secret parts really do add to the game, rather than just being added as an afterthought.

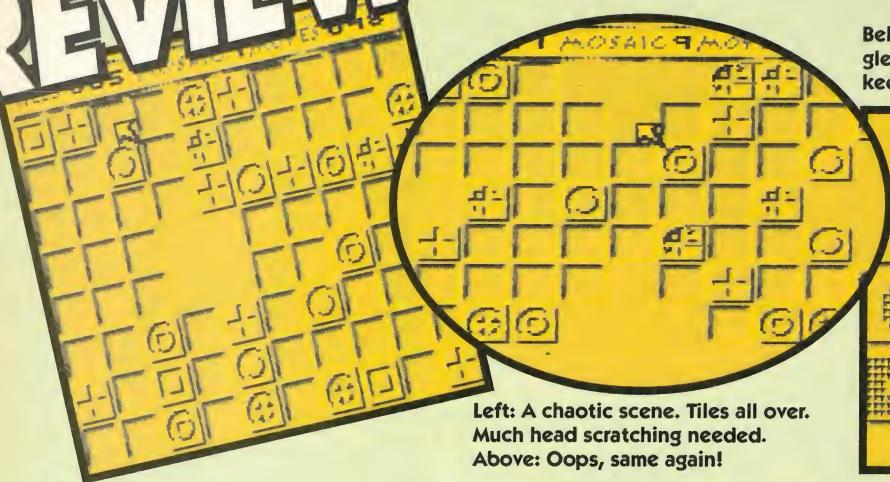
Discovery isn't the name of the game, Frantic Antics describe it perfectly. Here, action dominates adventure. Even though they work together this is violent in true Tom and Jerry tradition. Lets face it, everyone, and I mean everyone, absolutely loves it!

Frantic antics certainly gets close to the very top ranking platform titles, and also has more lastability than most. Not quite a classic but well worth a look.



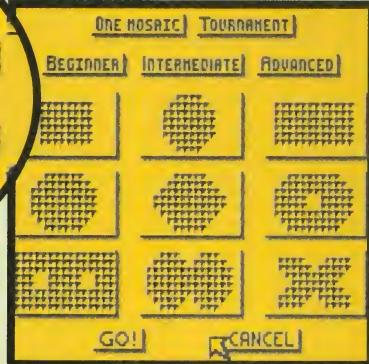
**OVERALL
85%**

REVIEW



Left: A chaotic scene. Tiles all over. Much head scratching needed.
Above: Oops, same again!

Below: Nine boards, three levels, single or tournament games. Should keep you out of mischief for a bit.



Tesserae is based on a solitaire style of game, involving flipping patterned pieces over each other with the eventual aim of leaving one all alone and on its own.

Each tile has either a square, circle or cross emblazoned upon it. These tiles are called 'primaries'. Jump a cross onto a square (or any other combination) and the two merge to create a 'secondary', have all three merge and a 'tertiary' is created. Simple enough really.

Rules for the game allow only certain combinations of tiles to be jumped over others. This may sound complicated but in fact isn't. Within a couple of minutes (and a quick scan of the instruction booklet) you should have sussed the rules which govern limits on various moves.

The program even helps out as well. Click on a tile you wish to move and the program will highlight the squares which that particular tile may be moved to.

All very straightforward really, but things do get complicated in the advanced levels. There are nine different shaped and sized boards from which to choose and three levels of play.

Choice of level determines the number of secondary and tertiary

"There's plenty of lastability, if you can cope with all the manoeuvres"

'Warning: Highly Addictive' is the claim from Gametek. Trying to emulate Tetris by racking brains and furrowing brows comes Tesserae, the new puzzler on the block.

tiles (the most difficult to get rid of) with which play begins.

The object of all this flipping and jumping is to clear the board in as few moves as possible. Random determination of the beginning boards means that in months to come even the simplest could still not be completed successfully, or in a record breaking number of moves.

For sure there's plenty of lastability - if you can get your head around the complex manoeuvres required.

One good feature is the absence of a time limit since Tesserae needs the kind of forward planning you'd



Above: A full board to clear. Flipping and jumping tiles will take some real brow furrowing concentration.

expect in a highly competitive game of chess.

No multi-player option is included because Tesserae pits you against the program with only logical thinking and the sweat of concentration to keep you company. At least that's the designers excuse anyway.

A small screen, focusing on small squares can be a strain on the eyes and brain. Assessing the different moves, and considering the options, provides a brain scrambling mass of variation on a simple theme.

An 'undo' button replaces the pieces to their previous position. This comes in very handy when errors are realised or changes need to be made. The program remembers moves which've been made allowing you to go back to any point and start again. An adult idea for an adult game. **ROB SMITH**

GB PANEL



OFFICIAL RELEASE

PUBLISHER Gametek

GENRE Puzzler

RELEASE DATE Out Now

PRICE £19.99

Tesserae is aimed at "the more mature end user" according to Gametek. Or, of course, those with the patience and the inclination to spend a few hours poring over a board, attempting to clear it of all those tiles.

Tesserae couldn't be described as fast or furious by any means. There's no action or amusing animation such as in Lemmings or Krusty's Fun House.

It is, however, one for puzzle freaks with the desire to beat an extremely difficult opponent. In the "easy to play, difficult to master" mould, Tesserae will provide hours of compelling frustration so long as puzzle games are your thing.

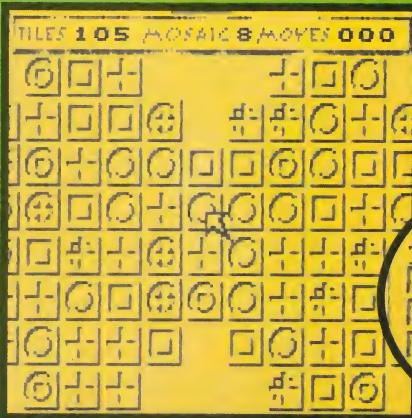
Tesserae is most certainly a mind bending challenge.



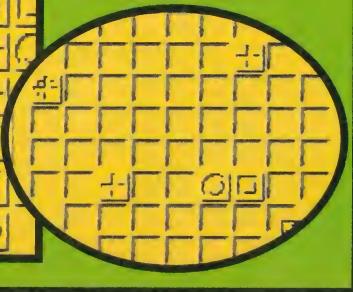
OVERALL

80%

You're so square



Left: Eyes down for a full house. Over a hundred tiles to shift!
Below: Not a bad effort but undoing a few moves may help.



ILLEGAL RACING, COPS AND GAMBLING



91% - TOTAL "It's a brilliant racer..."

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION "Instantly playable. Fast, furious fun"



Also available: 'The Blues Brothers' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

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REVIEW

Stimpy, you eediot!

© 1993 Nickelodeon

Above: Stimpy with a blowtorch. That's just not safe. Right: In the lab - that's not safe either.



Below: Ren avoids the gormless Stimpy as well as a mousetrap. Jeex, that cat is so totally stoopid!

VEEDIOTS!

Ren and Stimpy, the American cartoon set to grace our screens soon, arrives for a second episode on the Game Boy. Whether the game's better remains to be seen.

Fancy partaking in the kind of hilarious antics witnessed by millions of Americans and a few satellite viewers? Veediots aims to recreate these hyperactive shenanigans in an amusing little platform caper.

Ren Hoek, the asthmatic chihuahua and his gormless feline sidekick Stimpy have had enough of TV land. In a bid to burst in to the real world they take on different jobs and challenges.

In 'The Boy Who Cried Rat' Ren, playing the mouse, must dodge Stimpy's efforts at being a mousecatcher, while negotiating the

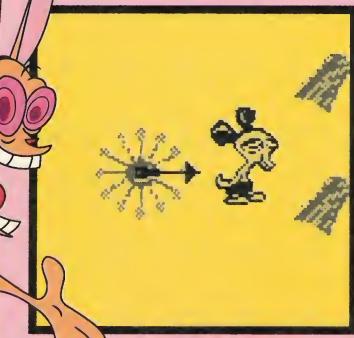
house. Also on hand are the odd carrot or cheese which can be lobbed at the dopey Stimpy.

Next stage is Stimpy's Invention. Playing the amateur scientist Stimpy has to find his way through a laboratory, bouncing on springs, emptying test tubes into beakers and flicking switches.

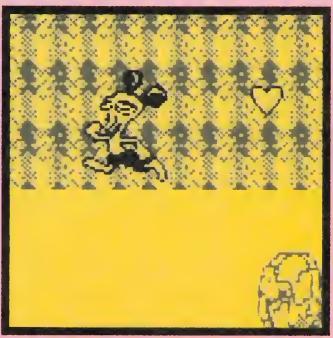
Stimpy also speaks! Pick up the dosh which makes these antics financially viable and he'll cry "Oh joy". This neat touch helps bring out the cartoon feel of the game that THQ are obviously aiming for. Mind you, they don't always hit the mark with this game.

The sprites are bold and well drawn with the cartoon style backdrops you'd expect. Shame about the clash and flickering created

"Sometimes this clash enhances the effects, on others, it's sloppy"

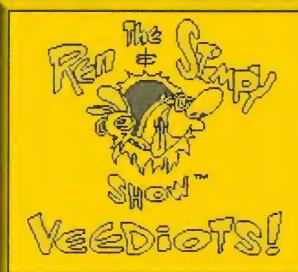


Above: The clock hands fling Ren through the air. Is it a bird? Is it a plane?



Above: Blown by the fans backwards and forwards. Ren starts to look a little airsick. Veediots!

GB PANEL



OFFICIAL RELEASE

PUBLISHER THQ

GENRE Platform

RELEASE DATE November

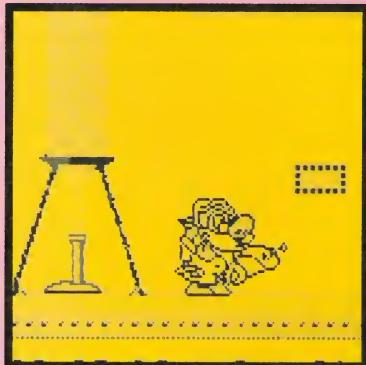
PRICE £24.99

Apparently the cartoon has some cult following in the States, appealing to people of all ages. With little exposure in Britain Veediots is hardly an eagerly awaited tie-in. It's not too bad, though. It's easy to play and to progress through a few stages relatively quickly - perhaps a little too easy.

The overall goal is hardly one to keep you on the edge.

Unfortunately the manic antics of the cartoon series have not been recreated. It lacks the finish and presentation which could have made a thoroughly amusing platform caper.

Veediots is a playable, pleasant enough platform romp but lacks a little bit of class and style. Small tick, could do better!



Above: Stimpy gets his invention. Now try and land it on Ren's head. when some of the graphics overlap. To some extent, with the small explosions which Stimpy has to make for example, this clash actually enhances the effects. On most occasions it's simply sloppy. You should not be able to drop a carried item behind an otherwise impassable door. You can.

Music and sound is comprised of a few merry tunes and some quite impressive sampled speech in the 2-megabit cart.

From Stimpy's Invention the veediots go off to join the army. Bad guys abound requiring some serious avoiding. Jeez, who got us in to this mess?

The final episode of galactic proportions is 'Marooned'. Stimpy lost in space. An epic adventure surely lies ahead.

Along the way the boys will come across other characters from the cartoon. Powdered Toast Man, Muddy Mudskipper, Space Cabbages and Anatomically Correct Log(!) all put in an appearance, helping the anarchic action.

Veediots moves steadily rather than at break neck speed. The challenges prove to be fairly easy to suss and the time limit which accompanies each stage is quite accommodating.

The early stages provide little in the way of hilarity, unlike the cartoon series. Its mildly amusing, perhaps, and definitely a vast improvement on the original offering. Not bad.

ROB SMITH



**OVERALL
67%**

IT'S DARK... AND WE'RE WEARING SUNGLASSES!



91% - G B ACTION "One of the most enjoyable games I've played in a long time. Challenging and addictive. Game of the month without a doubt."

90% - SUPER ACTION "Easily among the best of its kind. Great fun. Top stuff."

89% - SUPER CONTROL "Completely brilliant, entertaining, humorous, not too easy, gorgeous graphics and fantastic sound."



Also available: 'Lamborghini American Challenge' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

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REVIEW

Obviously...

GAME OVER



Above: The players wearily trudge off, patting each other on the back after a grueling 90 minutes' play.

SELECT FORMATION

2-2-3

In an eight man side, the tactical options are limited but remain of utmost importance.

SELECT LINEUP

NO 1 10 06 07
2 8 9 10 11
3 4 5 6 7
1



GOAL!

The international arena is your stage, pitting skill, finesse and stamina against the best teams in the world. You'll need to train hard before tackling the best in the Super Cup.

OK, so fitting a full eleven-a-side game on the small screen is expect-

CONVERSELY

I'm well into footy. In real life, that is. To translate such a massive game in every respect onto the Game Boy is taking a big risk. A good attempt by Jaleco, but it's only worth a go in two player mode. Alex

The teams are out. The coin is tossed. Tension mounts as kick off approaches. A sharp blast from the ref's whistle and the action begins. Go for goal!

ing a bit much. In Goal! it's eight-a-side. Nothing is lost in this reduction, however, as the pace is frenetic and the action compulsive.

The options allow you to choose the type of match (exhibition or super cup), a team and the opposition (from a list of sixteen), the length of game (up to a whopping forty five minutes each half!), and the style of control amongst other things.

Each team has different characteristics. Running speed and tackling skills can vary considerably.

Whether these are realistic or not is debateable. Especially when you consider that England are one of the better sides!

Now it's down to strategy and tactics as you choose the formation your team will play. There are four different styles to encourage attacking (2-2-3), midfield control (2-3-2), defence (3-3-1) and the sweeper system.

The team line up comes next. Each of the players are numbered and have different abilities. Select your outfield players and you're

away. The action takes place on an angled pitch.

In one player mode you always kick upfield, even after half-time. The different standards of team, with USA as one of the easiest and Italy one of the hardest, give loads of variation and lasting appeal.

The sprites are small but easily distinguished, only clashing occasionally in the frenzied melee of a midfield scramble.

Jaleco have managed to fit in loads of the different aspects of football into Goal!, including the dreaded offside rule. Sliding tackles are the way to get the ball from the opposition. From behind, from the side,

"Nothing is lost...
the pace is frenetic
and the action
compulsive"

Tactical switches

OPTIONS

GOALIE	AUTO
TIME	03
FOUL	ON OFF
OFFSIDE	ON OFF
MUSIC	ON OFF
CONTROL	1 0+
EXIT	

Left: The impressive array of options that are available to the eager participant.

Below: The crowd scene is reminiscent of the old Subbuteo stadium extras. Right: Only a small portion of the choice of teams. There are 16 to choose from.

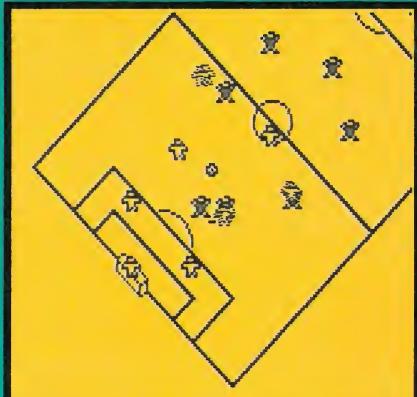


SELECT TEAM

ENGLAND

A GER B ARG
[ENG] ITA
SWE FRA
URU IRL

Oop and under



Left: When the ball is hoisted in the air, the view angle becomes more distant, taking in a larger area of the field of play.



As seen in football matches around the world. Yet another dirty foul results in the offending player seeing yellow.

FOUL GER 05
YELLOW CARD

from anywhere your highlighted player can zip into an opponent, leaving him on his backside and you with the ball.

A little over enthusiasm and the ref will blow for a foul. Commit a foul in the penalty area and guess what — penalty ref! If a player takes a knock he may require a quick substitution — Goal! has all the features you'd expect.

Scoring is, of course, the name of the game, and boy is it difficult. Panic in front of goal can be costly, pause for a second and your chance goes begging.

Expertise with the 'after touch' method of curling the ball may be necessary to beat the top 'keepers. Catch the ball on the volley and watch it, hopefully, fly into the top corner.

While you stroke the ball around on the floor a small section of the pitch is in view. Hoof it up in the

"From anywhere your highlighted player can zip into an opponent"

air and the perspective changes to a birds eye angle. The switch between the two views is really smooth and allows you to see the flight of the ball and the position of your players. It's one of those little bits of innovation in the footie games genre that works really well.

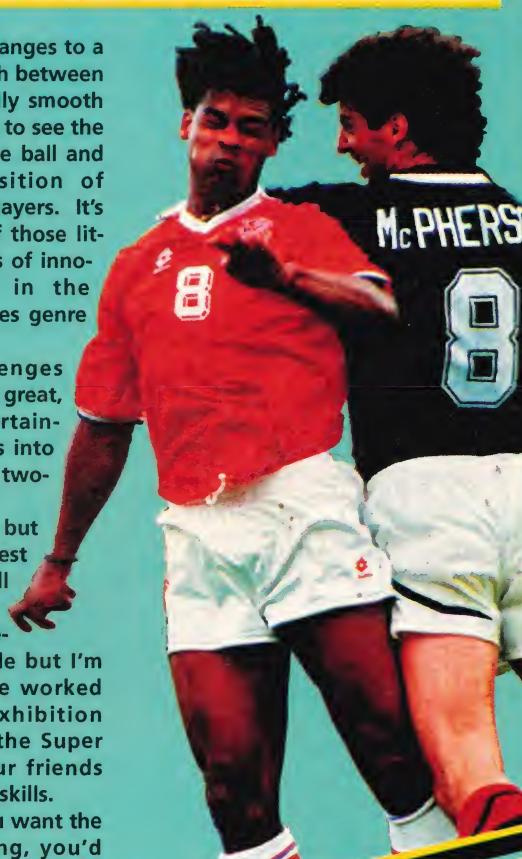
The various challenges against the computer are great, providing hours of entertainment. Goal! really comes into its own, though, with the two-player option.

Yes it requires two carts but the challenge to be the best among your mates is well worthwhile.

There's no option to create a league in this mode but I'm sure something could be worked out. Practise in the exhibition matches, challenge for the Super Cup and demoralise your friends with finely tuned football skills.

It's quite simple — if you want the best football game going, you'd better get Goal!

ROB SMITH



Champions!



By showing a bit of skill and imagination, the FIFA World Cup could be yours. Losers needn't apply — this is a man's game.

GB PANEL

GOAL!

PUSH START BUTTON

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OFFICIAL
PUBLISHER Jaleco
GENRE Sport
RELEASE DATE December
PRICE £24.99

Jaleco shoot, they score — Goal! This cracker of a game has a surprising number of features which make it nerve-racking and exhilarating — just like the real thing. With the option of sixteen teams to choose from, each with different characteristics, Goal! will keep you occupied for a good while. If you can win the Super Cup playing Germany, Italy or England, can you do it with USA or Cameroon? One-nil up with a minute to go in the final, tackles fly and nerves jangle — it's great! Jaleco have produced an infinitely playable delight for any football fan. Make a league with your friends and Goal! will last as long as your Game Boy. With all these options Goal! certainly is a winner, but will you be?

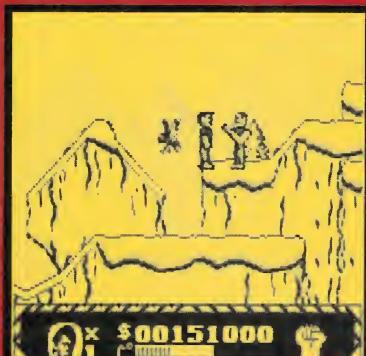


**OVERALL
90%**

REVIEW

CLIFFHANGER

A movie license which sticks to the film's plot? Wow! Gird up those loins there's rescuing to be done.



Top: Balance on the ledge, fight the gangster, dodge the hawk. All action.

In the game's lengthy introduction the plot of the film is described to give you some idea of the job at hand. So it's off to the snow capped peaks and barren mountains. Here we see Sly stood outside a pretty log cabin. Now, thankfully, the mission begins.

The job involves Sly collecting bags of cash which are strewn over the landscape. He must get these to

appease the bad guy, Qualen, to ransom his friend, Hal, and replenish his energy by burning bundles on the various fires dotted all around the place.

Wolves, hawks and falling ice all get in the way, speeding up the onset of terminal frostbite. These natural hazards can be avoided with a flying leap, punches and kicks. The Sly sprite bears a very vague resemblance to the man himself but moves fairly smoothly, even bending his knees correctly when landing.

Sudden rock falls severely hinder Sly's progress up the mountains, one blow and he'll fly off the ladder on to the ice shelf below. Miss the shelves and you plummet to an untimely and messy death. Nasty.

On reaching the plane Gabe (Sly) is captured but escapes. From this point things get even more dangerous as the gangsters also roam

"The Sly sprite bears a vague resemblance to the man himself"

through the mountains. Armed with guns and throwing knives Sly must employ all his varied beat 'em up skills to survive.

The levels are split into three stages. The first two stages of each level are quite similar. Fortunately they are not too long but the similar styles of challenge can get repetitive.

The provision of three continues gives some protection against the disasters of failing on a new level. As for the game, well it plays reasonably, once you are skilled in the moves, but is difficult. Having three continues helps. Graphically it's a bit samey. This is understandable as Sony have endeavoured to remain close to the nature of the film. I mean what exactly can you do with snow and mountains as your backdrops? Mind you, this doesn't alter the whole game's drabness. **ROB SMITH**

GB PANEL



OFFICIAL
PUBLISHER Sony Imagesoft
GENRE Platform
RELEASE DATE December
PRICE £24.99

Cliffhanger is a real challenge. It combines aspects of both a platform adventure and a beat 'em up to successfully recreate the film plot. This licence, to some extent at least, does actually manage to give the impression that you're playing the film, unlike many others.

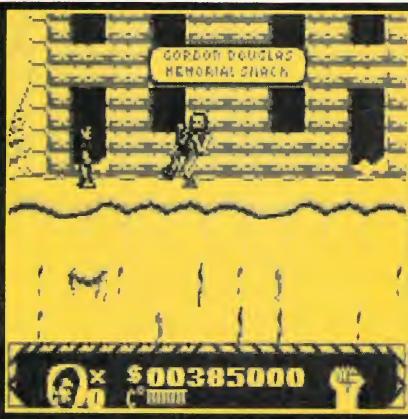
Unfortunately the sheer mundanity of the graphics, however understandable, plus the overall difficulty make Cliffhanger seriously frustrating.

If you can progress through a couple of levels the desire to complete the game improves. If you can't, you may well get fed up trying. Cliffhanger provides a stern test for the hardened game-player but may soon become boring for the rest of us.



**OVERALL
72%**

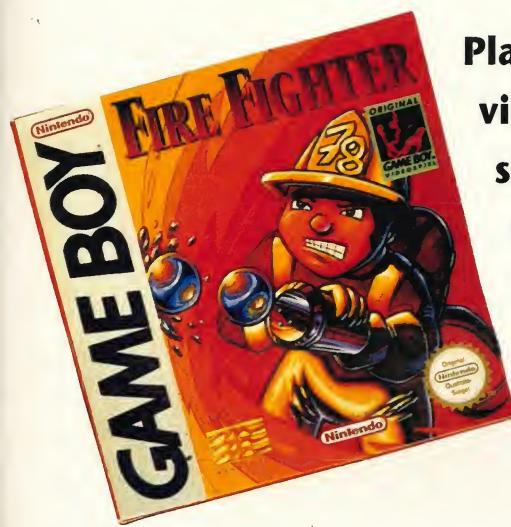
Play the movie



Above: Sly ponders how to cross the water. Far left: Try to reach the cabin and send for some help.

Left: The plane is your first goal. Rocks fly at Sly's head, wolves chase. A warm cup of tea no doubt beckons.

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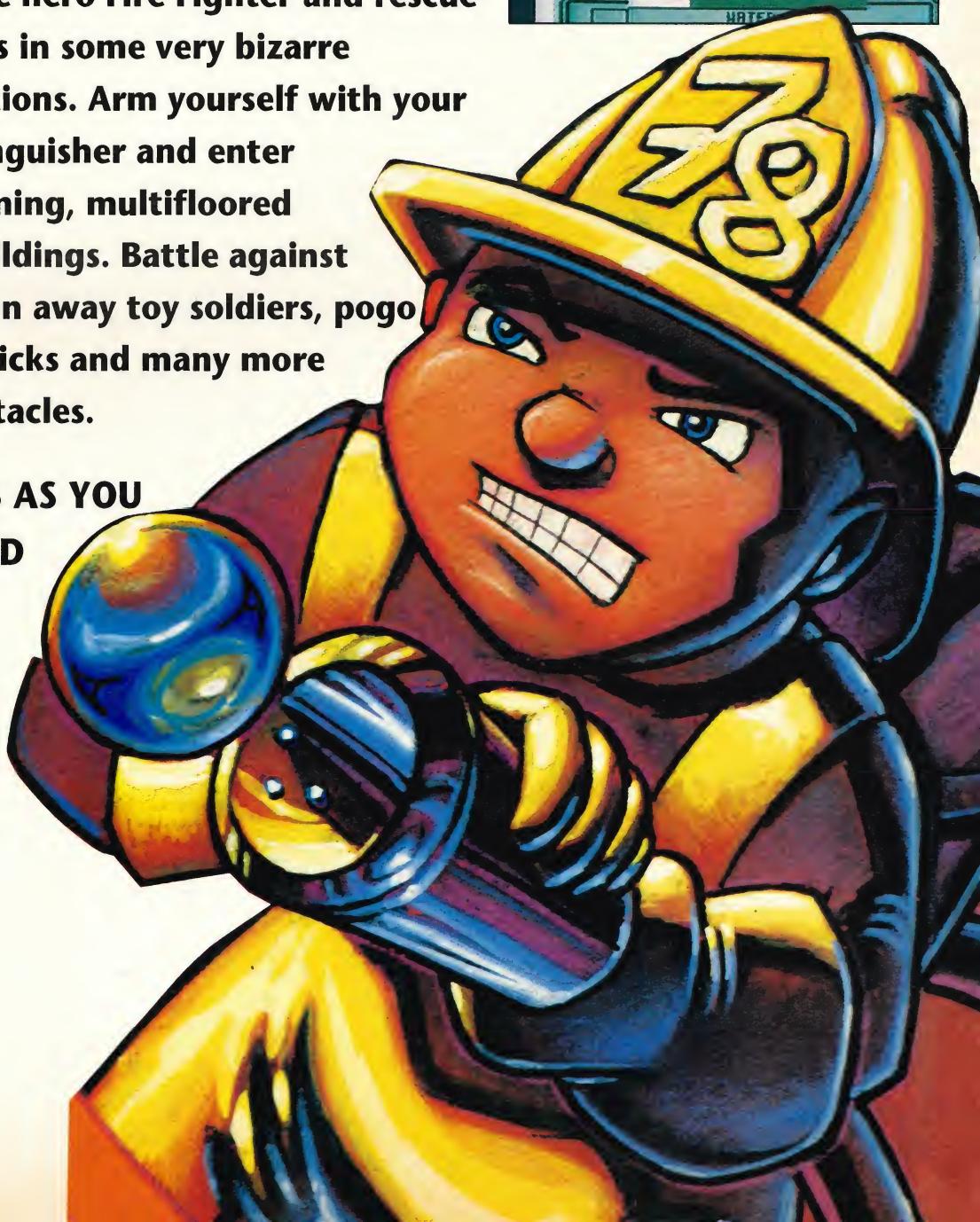
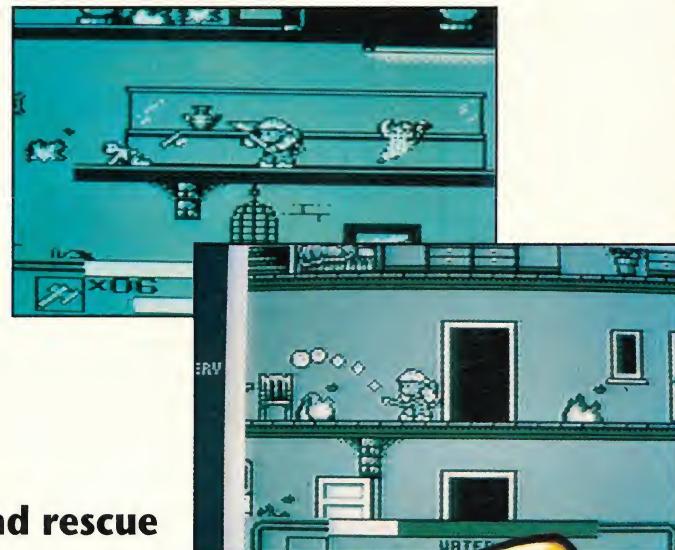
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One of the most magnificent, fastest and expensive cars around is the subject of Titus's new split screen racing epic. The release in question is Lamborghini American Challenge and the car is the instant street cred inducing Lamborghini Diablo.

Apart from the exciting new driving game, there's a load of official Lamborghini merchandise knocking about and we've got our hands on some of the best.

Ten incredibly lucky prize winners in this GB Action/Titus collaboration will receive a limited edition Titus

goodie bag full of official Lamborghini clobber including a cap, sweatshirt, polo shirt and t-shirt. The value of each prize is well over £100. There may even be a model Diablo or two thrown in as well.

So, all you have to do to win one of the fabulous prizes is answer the three questions below correctly.

1) The Diablo is the 'son' of which model of car?

- a) The Countach
- b) The Robin
- c) The Batman

2) Just how quick is the Diablo's top speed?

- a) Over 300 mph
- b) Over 200 mph
- c) Over 400 mph

3) Diablo is another word for what?

- a) Devil
- b) Dishevel
- c) Level

**GB Action,
Europa House,
Adlington Park,
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ANSWERS

- 1)
- 2)
- 3)

Answers to be in by 17TH DEC.

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"Don't have a cow, man." In the first of a two part look at America's real First Family, Rob Sharp spotlights the creator of The Simpsons, Matt Groening...

The creator of Bart Simpson, underachiever and proud of it, remembers that "I was a problem child. Almost from the very beginning of school I found myself annoying teachers and principals, and continued to do so. I would find a rule that I felt was unfair and then I'd break it."

Matt was always drawing as a kid, mainly doodling in class. His father was a former cartoonist who encouraged all of his kids to draw. Matt had a childhood surrounded by cartoon anthologies and comic books.

He was profoundly influenced by Ronald Searle's rebellious schoolgirls from St Trinian's, the infamous EC

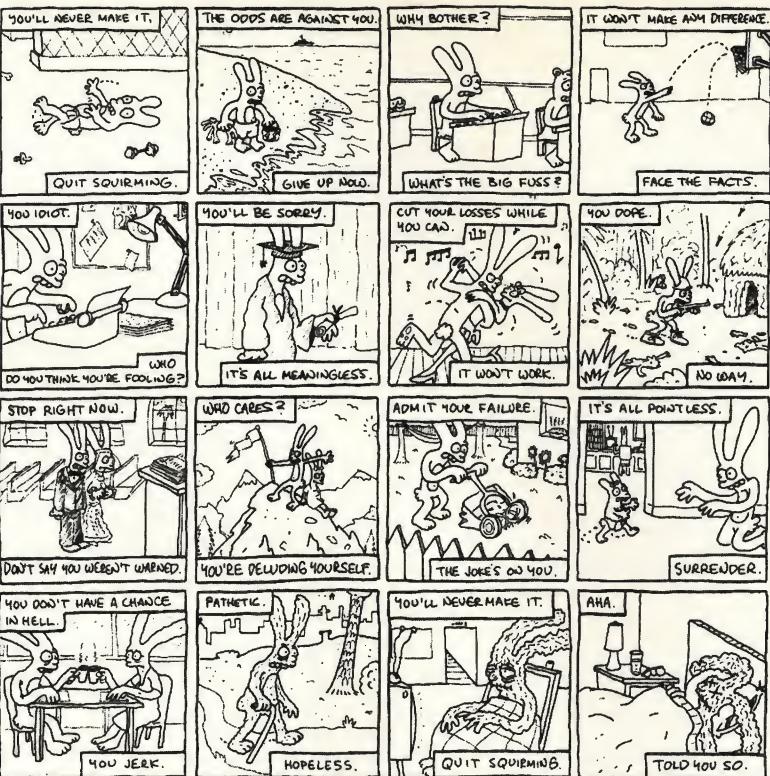
horror comics of the 50s and old MAD magazines. Comic strip heroes Superman and Batman were just time-wasters for him, and an early infatuation with Spider-Man soon waned.

The 'psychedelic' underground comics of the late 1960s were much more attractive to him. "I just remember as a kid being fascinated by the extremes of human endeavour," he says, "and mostly the negative extremes – death and violence and morbid kinds of things – because that's what unnerves people the most."

Matt went to the experimental Evergreen State College in 1972, which had no grades, no required classes and a very independent course of study. It was the first time

LIFE IN HELL
Groening's personal favourite from over 400 Life in Hell episodes.

©1987,
BY MATT
GROENING



he had felt at home in an educational environment.

A cartoonist named Lynda Barry prompted Groening to get into cartooning in the mid-70s. "She was having such a good time doing whatever occurred to her,

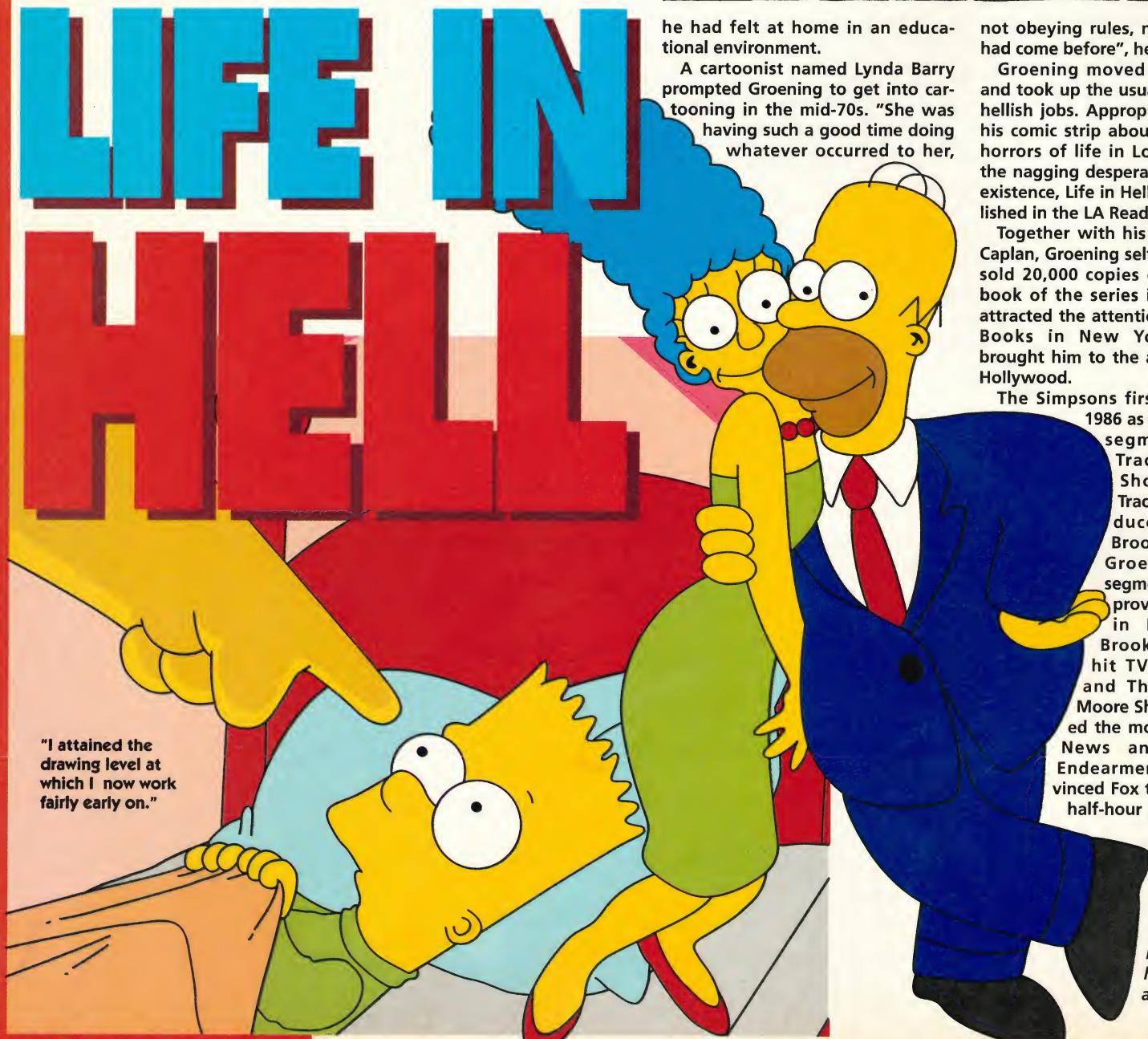
not obeying rules, not doing what had come before", he adds.

Groening moved to LA in 1977 and took up the usual succession of hellish jobs. Appropriately enough, his comic strip about the everyday horrors of life in Los Angeles and the nagging desperation of modern existence, Life in Hell, was first published in the LA Reader in 1980.

Together with his wife, Deborah Caplan, Groening self-published and sold 20,000 copies of a Christmas book of the series in 1984, which attracted the attention of Pantheon Books in New York and also brought him to the attention of TV Hollywood.

The Simpsons first appeared in 1986 as short animated segments on The Tracey Ullman Show. It was Tracey Ullman producer James L Brooks who chose Groening for the segments. It was his proven track record in Hollywood – Brooks created the hit TV sitcoms Taxi and The Mary Tyler Moore Show and directed the movies Broadcast News and Terms Of Endearment – that convinced Fox to gamble on a half-hour prime time cartoon for adults.

Next month:
"I find it funny that people admire Bart because he's really such a jerk."



**FOR
YOUR**



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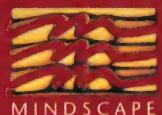
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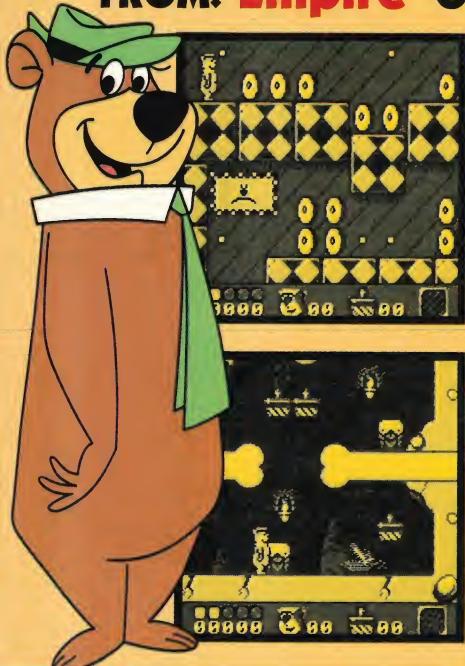
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NEWS PREVIEWS

Coming soon to a Game Boy near you • Coming soon to a

YOGI BEAR

FROM: Empire OUT: January



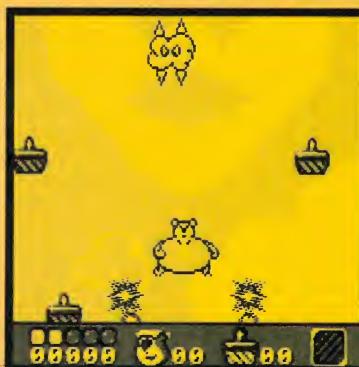
Far away in Jellystone Park you can find a ranger, some trees and a few animals. Big deal, eh? But wait a minute, heeeeeeeeere's Yogi!

The only possible game scenario for Yogi is a platform environment. Empire have almost managed to miniaturise the SNES version of Yogi, which isn't a bad start.

Yogi is woken by Boo Boo. He informs his chubby chum of a looming bio nuclear disaster and that Ranger Smith is completely unaware of it. He needs to be told - and quickly! Therefore, the smarter than average bear must postpone his hibernation and embark on a perilous journey around the park.

You, as Yogi, kick off in Redwood Rendezvous, avoiding salmon and

Left: Vast, enormously varied levels, challenges and bonuses await the smarter than the average bear.



Pumped full of air, Yogi rises to the occasion in bonus-grabbing scenario. skunks. You must collect as many picnic baskets as you can (for energy) and every time you're hit by a Redwood rascal you'll lose energy. You'll also find large pocket watches floating in the air.

Snatch these and you'll be treated at the end of the level. If you've collected enough of them, that is! Bash your way through the ice level, on



Yogi starts in Jellystone Park, then travels around all over the place.

towards Cave Capers, and onto the Water Palava where you'll be exposed to delights such as beaver surfing and pelican hopping.

All these strange woodland beasts have to be rescued. Stomp on 'em and they'll be safe from the chemical plant. On each level there is a Boo Boo Bonus round.

Once you've enjoyed the "deadly perils" of the Boo Boo round, you will be issued with a token for the Jellystone Derby. This is an all terrain scramble against the rest of the woodland creatures. If you win you'll be showered with even more bizarre surprises.

ALEX LEE

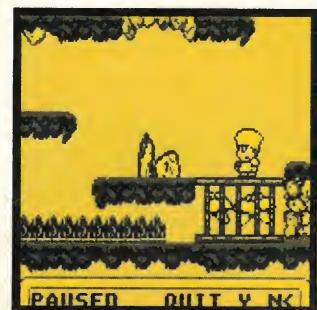
Bonjour! Pierre le chef, that doyenne of fine cuisine, is coming soon to a Game Boy near you.

The normal routine of gallivanting around the world preparing exquisite banquets for the rich and famous has been unavoidably interrupted. The ingredients have escaped. Yep, no more meals can be prepared unless the grub is caught and returned to the safety of a cage.

The little French chef must now charge around the various levels, spread throughout different countries and recover missing food. Dinner must be on the table by a set time so Pierre is rac-



Right: Capture those elusive bits of lunch bobbing about the slopes with your magic net, then transport them to your cage and leave them locked up there.

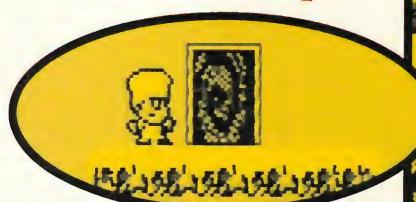


FROM: Mindscape OUT: January

ing against the clock to have the food ready.

A large net found near the start of each level is Pierre's weapon. Use the net to grab the veggies, fruit and other culinary delights.

There are bits of nasty bacteria lurking throughout, however, ready to spoil the preparation process. One touch from one of these and the veggies will go blue and furry. These aren't the only obstacles in

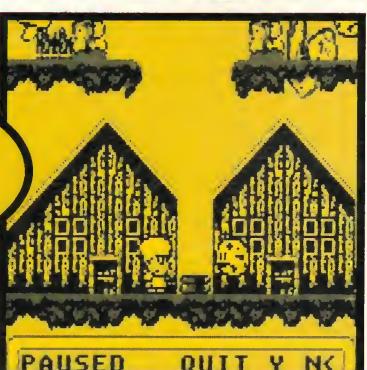


Right: Pick up all the food, then find the above door to exit the level.

Pierre's way. A jealous rival, Le Chef Noir, is likewise running around the world endeavouring to hinder Pierre's mission at every turn.

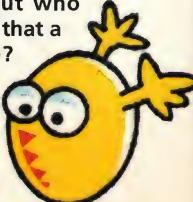
Each of the missing ingredients have to be grabbed in the net and placed in a secure cage before an exit portal will appear. Once done Pierre will be warped to the next stage or country, ready to catch the next meal.

This platform caper features some cute graphics with Pierre



globe-trotting through countries such as Switzerland and China. A chef isn't the most obvious star of a hand held game, but who would have thought that a plumber would be? With close similarities to the SNES version, Out To Lunch should prove a real treat.

ROB SMITH



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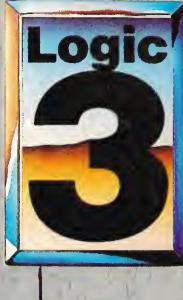
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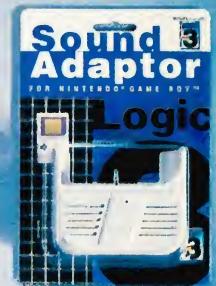


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WS PREVIEWS

ming soon to a Game Boy near you • Coming soon to a



One of the game's finest visual moments – Bart ascending the 'stalk.

The most popular Sky TV series by a mile, *The Simpsons*, has spawned numerous games across all formats. Acclaim's latest combines Bart with an ancient fairy tale. Fi fi fo fum, I smell the blood of a yellow haired American.

Bart Simpson has a vivid imagination – many bizarre fates have befallen him in previous console and handheld games (see panel). Acclaim's latest Game Boy project, however, takes the biscuit royal style.

The ping pong ball-eyed white ragamuffin is, for reasons which may or may not become clear when we see the final version, marooned at the foot of a giant beanstalk.

After some nicely rendered intro stings involving the various madcap members of the Simpson family in predictably unpredictable situations, Bart (controlled by you) is immediately faced by a huge hovering hornet almost as big as himself.

Initially equipped with only a Dennis-style catapult, you must

BART AND THE BEANSTALK

FROM: Acclaim OUT: January

guide Bart past the irritating insect (blowing it away with the catty first helps) and up the beanstalk. Ascending the 'stalk is done by leaping spectacularly from leaf to leaf.

Once the initial 'stalk has been safely negotiated, the game kicks into gear with the American nightmare having to deal with all sorts of obstacles and enemies. The Bart sprite is big and beautifully detailed. He has a cheeky expression throughout and his eyes boggle

from side to side when he moves.

Bart can walk, jump, climb and hurl power-up grenades (when collected). His adversaries include falling tribbles, the aforementioned giant hornets and other weird and wonderful winged creatures.

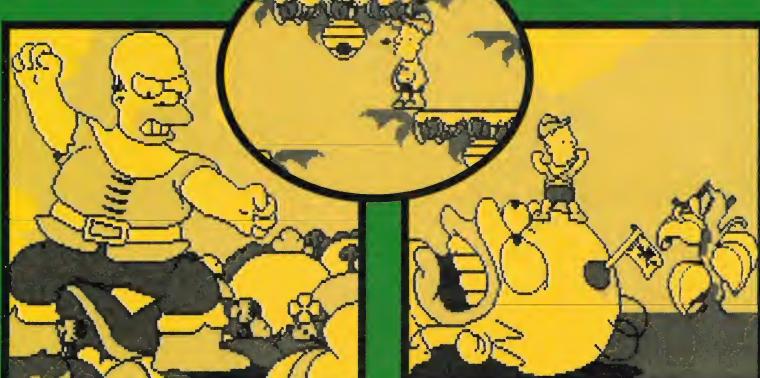
Power-ups and bonus icons abound and the assortment of vegetation, vines, hornets' nests, miniature crumbling bridges and platforms should go towards making Bart's latest foray into the marvellous



monochrome world of the Game Boy a high calibre product.

Until the finished article is slotted into our battered 'Boys, however, we can only wait and hope that justice is done to a truly great cartoon character.

ALEX LEE



Left: Two of the amazing intro shots which appear before the game kicks in. The main dude featured is Homer, Bart's old man. Those who've seen the *Simpsons* on Sky will find the Homer shots hilarious. Between them is Bart deciding what to do about the hornets nest.

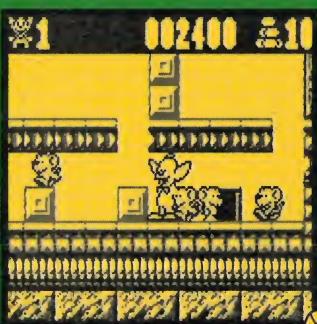
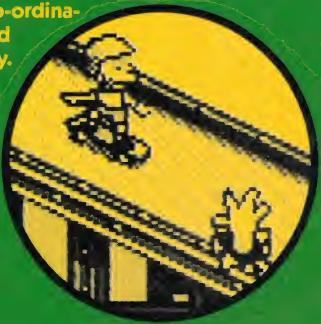


Cartoon classics



Bart Simpson's Escape From Camp Deadly A fun and addictive cartoon licence featuring a no holds barred food fight. There are plenty of challenging levels in this arcadey platform romp. 86%

Bart Versus The Juggernauts
Bart's task here is to master the art of skateboarding, weightlifting and square hopping. Each event requires extreme skill, co-ordination and strategy. 85%



Krusty's Fun House
Krusty, Springfield's clown, has a rat infested house. You must help him get rid of the disease ridden vermin by strategic block placing. A classic in a similar vein to Lemmings. 92%

THE ULTIMATE PARTY ANIMAL IS HERE!



Welcome to the world down under! Join our whirling dervish of an eating machine, the Tasmanian Devil, as he blazes across this light-speed adventure through the land of Tasmania in search of his family. They've been kidnapped – and it's up to TAZ to save them all!

Whirling through the jungle, Condo Caves, the mines and desert, TAZ must avoid hazardous obstacles, sneaky predators and well-armed boss enemies by jumping or tornado spinning. But don't forget, TAZ hungry! He builds his awesome powers by feeding his bottomless maw.

So bite off a big chunk – TAZ-MANIA is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say: "**GRRR / &*(*%\$!!!**"

"A laugh and tough playability means it'll be a challenge to most mortal gamesplayers. Taz'll do nicely."
Game Zone

"Using a bit of skill, some thought and ultimately Taz's spin and speed it's a scorch!"
GB Action



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Left: Horrific scenes from the blood thirsty Ourosukidoji - Legend of the Overfiend. Below Left: Ken, the Fist of the North Star, in a quiet mood. Right: Big swords aplenty in R.G. Veda.



The weird and wonderful world of manga has hit the UK. In part one of a new series here's our guide to Akira and Fist Of The North Star.

BEGINNERS GUIDE TO MANGA

Right: Kaneda enjoys the thrill of suburban bike riding in the amazing Manga classic - Akira.



Hailed as the most unique and original animation film ever, Akira is a stark, visual treat for anyone who has yet to view any of the superb Manga Video collection. Soon to be converted into a console game, and already a graphic novel by Dark Horse Comics, Akira is big business.

Set in Neo-Tokyo, the film starts with the ongoing rivalry between various biker gangs. Kaneda is a young rebel leader of one such gang. He and his biker friends are idle and low on social consciousness, but have a very strong loyalty to each other. Tetsuo, Kaneda's old friend from his orphanage days and small fry of the gang, is involved in a horrific bike crash.

As his friends all stand round waiting for paramedic help, a large number of military guys turn up and whisk their injured friend away. These men are obviously not from the local hospital.

While Tetsuo is recovering from his accident in some army hospital, he experiences many strange and vivid nightmares, depicting teddy bears and frolicking motor cars dancing on his duvet cover. Losing his unsteady grip on reality, Tetsuo escapes to try and bring his life back to normal again. But these bizarre goings on have awakened something dark and destructive inside him.

Kaneda, meanwhile, is constantly chasing a young girl he met whilst in the police station,

unaware that she is involved in political intrigue and numerous terrorist actions. The main army guys are playing with life, death and other people's minds all with the help of something dark and powerful stored in an underground laboratory. The power is Akira. It lies waiting to be called into someone's life.

The story is full of minor stand offs and mini climaxes, all leading up to the final confrontation between the new and improved Tetsuo, his old chum Kaneda, and the mysterious, violent force of Akira. The city is to be reborn, but its birth will be just as violent and destructive as its "death".

Akira is about to unleash its full powers on a city begging for a change in its lifestyle, but will they be prepared for the aftermath of the final confrontation? Neo-Tokyo is about to explode!

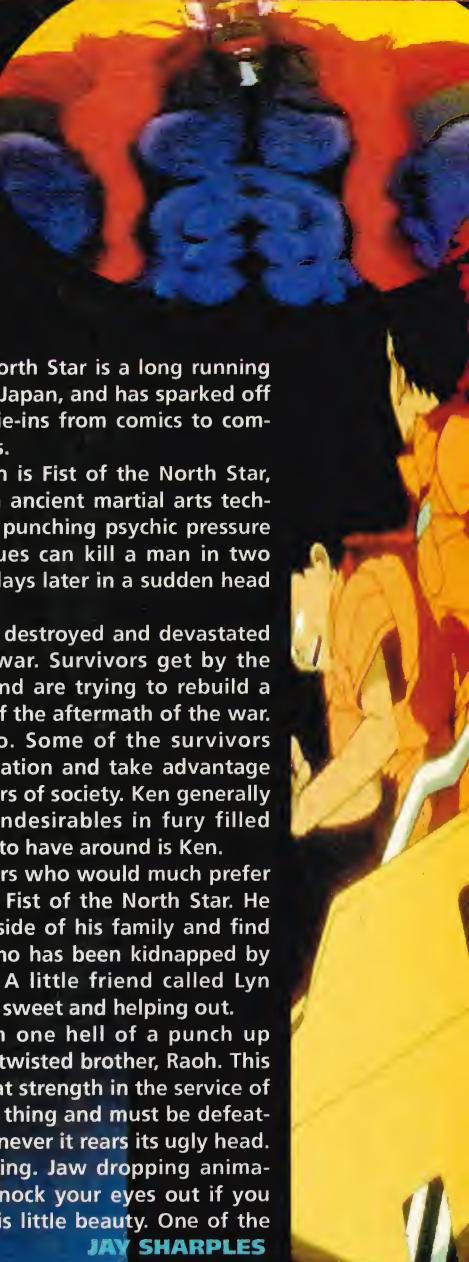
The pace is faster than Linford Christie and twice as entertaining to watch! There's non stop action all the way through, with enough bike chases and ultra violence to satisfy any convicted mass murderer who owns a Harley. The animation truly is highly original. Tom and Jerry this most certainly is not! If you've never experienced an evening of Manga mayhem, this one is the perfect introduction.

Rent it or even buy it, and I'll guarantee you won't be disappointed. A classic animated extravaganza guaranteed to blow your mind well into the 21st century.

JAY SHARPLES



Right: Ultra demon in yer face! Just one of the many mutant geeks in Fist of the North Star.



Fist of the North Star is a long running TV series in Japan, and has sparked off numerous tie-ins from comics to computer games.

Here's the deal. Ken is Fist of the North Star, the chosen heir to an ancient martial arts technique which involves punching psychic pressure points. Such techniques can kill a man in two seconds flat, or five days later in a sudden head exploding incident.

His world has been destroyed and devastated by a global nuclear war. Survivors get by the best that they can, and are trying to rebuild a peaceful society out of the aftermath of the war. Well, mostly they do. Some of the survivors quite enjoy the desolation and take advantage of the weaker members of society. Ken generally disposes of these undesirables in fury filled fisticuffs. Useful chap to have around is Ken.

Ken has two brothers who would much prefer themselves to be the Fist of the North Star. He must defeat the evil side of his family and find his girlfriend Julia, who has been kidnapped by the powers that be. A little friend called Lyn hangs around looking sweet and helping out.

The film ends with one hell of a punch up between Ken and his twisted brother, Raoh. This final fight explains that strength in the service of evil is a nasty, wicked thing and must be defeated wherever and whenever it rears its ugly head.

This movie is amazing. Jaw dropping animation lies waiting to knock your eyes out if you get your hands on this little beauty. One of the best Manga features.

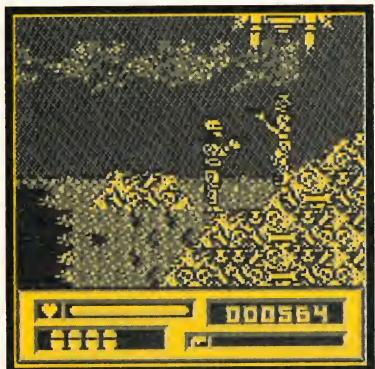
JAY SHARPLES

Right and Below: A couple of the more recent releases, The Heroic Legend of Arislan and Doomed Megalopolis.



WS PREVIEWS PI

ming soon to a Game Boy near you • Coming soon to a



A sample of the bleak post-holocaust wasteland and part of a spaceship.

The subjects of untold films, books, comics and countless other hype tie-in souvenirs come together here in Interplay's latest Game Boy release. Before you get too excited, however, I must make one thing plain.

Robocop vs The Terminator (R vs T) is, to be pedantic, a misnomer. The Terminator, the tough robot that we all know is really Arnie Schwarzenegger dressed up, fails to put in an appearance. Plenty of other malevolent mechanoids do turn up, but big Arnie's nowhere to be seen. He wasn't in the comic series either for that matter.

The plot, in a nut's exoskeleton, is

as simple as this. Robocop must save the world from Skynet, the company that devised the Terminator. Both protagonists' backgrounds have been interwoven in a convoluted tale that only really becomes clear by either reading the comics or playing the game.

What is noticeable is that 'Cop is cast as the goodie, but the Terminators (that's right - in whatever form they may be in, there's certainly more than one of 'em) are the baddies. Questions must now be

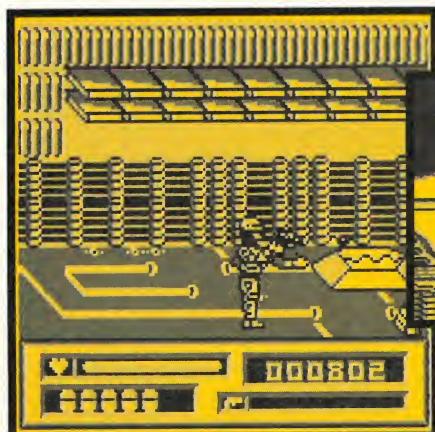


asked of Arnie's carefully created public image.

Evidently, he never wants to be cast as the nemesis again in whatever medium it may be. So that's probably why the Terminator (singular) doesn't even make a single cameo appearance.

Predictably, the Game Boy incarnation of R vs T is a side-scrolling platform shoot 'em up. It couldn't really be a puzzle game, after all. The player becomes the relentless Robocop, plodding along like a naked copper who's lost a bike and

ROBOCOP VERSUS



FROM: Konami

OUT: December



Above: The introductory starey out screen.

Left: Robo in the heart of the Skynet computer room.

found a macho gun.

What is surprising, however, is that behind the smoke screen of the aforementioned depressingly predictable scenario there lies a bloody good Game Boy release. That's even before having seen the finished version.

Robocop's (deliberately?) caricatured body with his over large helmet and stumpy metallic legs moves beautifully. The backdrops at once provide a bleak vision of the

SMURFS



FROM: Infogrames OUT: December



The story concerns the return of Gargamel, the Smurfs' number one enemy, who has once again been kidnapping the harmless little fellows.

Hefty Smurf is chosen as 'the one' whose task it is to find and retrieve three lost Smurfs. He is bidden 'good Smurf' by the elders and then embarks on his voyage through the

forest. Along the way Hefty comes across numerous hazards. No one said that mercy missions were easy! Squirrels hide in trees and lob acorns at his head, bees buzz and caterpillars squirm around getting in the way.

As with all platform games there are various bits 'n' pieces lying on the ground and in the trees which

can help our Smurf on his quest.

Hefty is faced with a stern challenge indeed for a young Smurf. The lives of his friends are at stake. The future of the Smurf homeland is threatened - Gargamel must be stopped before he makes the biggest Smurf pie ever!

A time limit for each level increases the urgency of Hefty's mission.

Fortunately his initial four lives can be boosted by collecting leaves along the way (in a Mario coin bonus kind a way). Oh yeah, if you want to get anywhere, you're gonna need 'em!

A trek along the bridge follows the forest. So, Hefty has to contend with the hindrance of the water as well as flying fish and the like. Onwards, through the perils of the swamps must our hero travel, climb-

REVIEWS PREVIEW

Game Boy near you • Coming soon to a Game Boy near you

Robocop's travels

Check out our high tech link shot to give you an idea of the game scenario.



US TERMINATOR

future and a refreshing change from cutesy cop-outs.

The explosions that herald the death of the assembled adversaries are satisfying, as are the size, depth and the number of levels. There are plenty of power-ups available throughout to boost 'Cop's piece along with some imaginative and tenacious enemies.

Any self respecting half-robot, half-rozzer needs a severe challenge and

ing vines, balancing on lily pads, dodging disaster at every turn before hopefully reaching the safe haven of his goal.

The road is long and treacherous. Careful control of Hefty's leaps along with the helping wings of passing birds will aid him on his way.

With bold cartoon style graphics, smooth scrolling characters and pretty backdrops of the various

Nature's forces can be stronger than you think in Smurfs. Be careful!

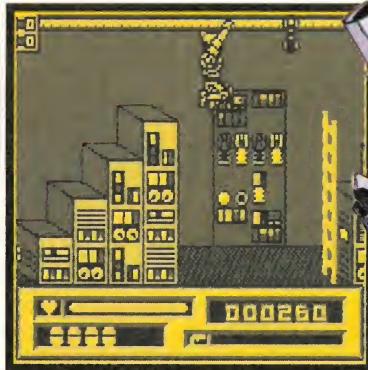


the player controlling 'Cop' will soon realise that a law enforcer's day is not all taken up with beating up miners and anti-Nazi demonstrators. Spiders and flying saucers are only the tip of the iceberg in this game.

Interplay, who have a version of the SNES's Lost Vikings in the pipeline, have a fine pedigree. Even at this stage of development, it looks like R vs T will enhance their already impressive record.

Check out next month's GB Action for a full review of what could be the best comic licence to come out so far.

ALEX LEE



The Robo sprite is capable of many things, including hanging from pipes.



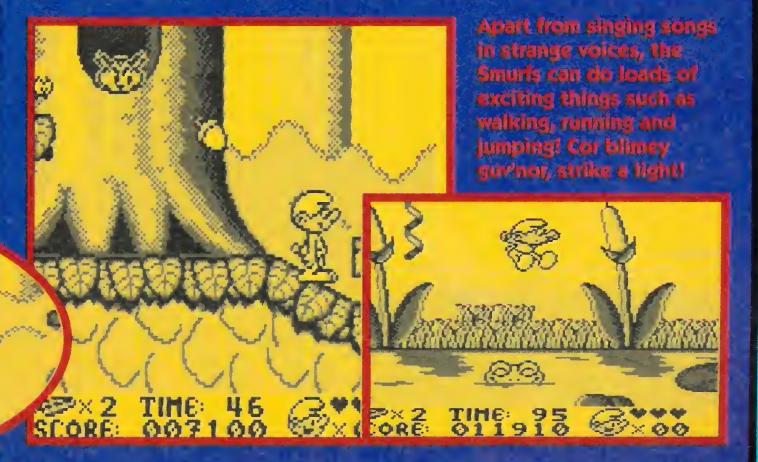
locations, the Smurfs looks good.

Accompanied by a very jolly tune our Hefty should have those missing Smurfs back ASAP. The gameplay seems simple but effective and with three levels of difficulty should provide plenty of lasting appeal. Watch out, Gargamel's about. Hefty Smurf is on the case and believe me he's looking good...

ROB SMITH

Father Abraham

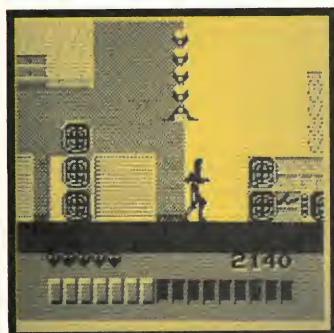
Apart from singing songs in strange voices, the Smurfs can do loads of exciting things such as walking, running and jumping! Cor blimey guv'nor, strike a light!



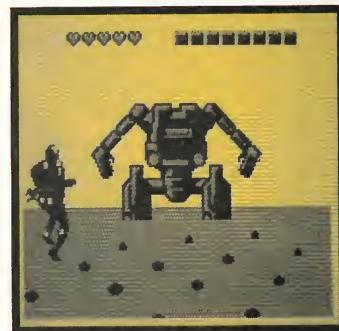
WS PREVIEWS

Coming soon to a Game Boy near you • Coming soon to a

Cyberjobe



Below and left: Shots which illustrate the variety of gameplay in *Lawnmower Man*.



LAWNMOWER MAN

To come anywhere near understanding what is going on in the Game Boy incarnation of *Lawnmower Man*, some background knowledge is absolutely necessary.

So here it is. Jobe, a retarded gardener, (hence the game's title) is used as a human guinea pig by Dr Angelo. The crazy doctor is a dabbler in virtual reality (VR) and his experiment on Jobe turns the one time simpleton into a superhuman.

Jobe's powers, however, are abused by 'The Shop', the government agency financing Dr Angelo's work. Jobe is turned into Cyberjobe - a psychopath intent on world domination by destroying the Earth's computer networks.

FROM: Konami OUT: December

Got that? Okay, now for the game. Cyberjobe has entered a VR world within the Earth's computer network. He's mad and he wants to get even with Dr Angelo for what he perceives as the nasty deeds carried out against him.

Using his new array of powers Cyberjobe drags Dr Angelo into the VR world. As Dr Angelo, it's up to

you to pit your intellectual powers and strength through some of the most varied and challenging scenarios so far seen on the humble 'Boy.

I have been lucky enough to see *Lawnmower Man* on SNES, Mega Drive and Game Boy. Even at this stage, the hand held version certainly more than holds its own against the supposedly more illustrious console incarnations.

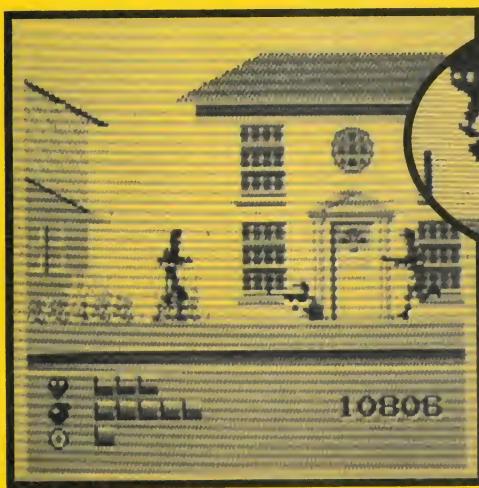
It's difficult to recreate console games with untold Mbits available to them on a screen only just bigger than a postage stamp in shades of yellow and black, but Storm have given it one hell of a go.

One section in particular catches the eye. A vortex reminiscent of the sixties' TV series *The Time Tunnel* whirls round with you in the epicentre of the fun. It's the nearest I've ever got to feeling like Doctor Who - watch the intro sequence and you'll know what I mean.

Many of the stages are in 3D, one of which is a hectic ride through VR gaps in VR walls and doors that comes to an abrupt end if you mis-

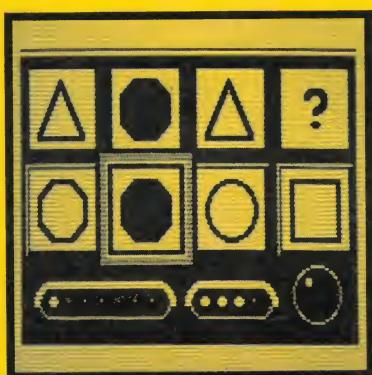
calculate your path by as little as a millimetre. Variety is the spice of life, and on that basis *Lawnmower Man* looks a veritable galactic herb pot pourri.

Your progress through *Lawnmower Man* will depend on your adaptability to the differing sections of the game. *Lawnmower Man* doesn't nestle snugly into any genre - it sprawls over four of 'em. Along with the 3D sections platform phases, overhead racing parts, logic problems come shoot 'em up bits viewed from bizarre angles. To avoid any criticism of failing to be related to the films Konami took care to tie-in the game with the plot of both the original and the in-development sequel. Expect to see a full review very soon. **ALEX LEE**



Left: The platform stages involve gun-toting nutters after your blood.

Above: Shooting an enormous face is only a small part of the fun in Storm's *Lawnmower Man*.



A simple sequence must be completed against the clock to progress here.



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BATMAN: THE AN



Check out the amazing 'Gotham City at night' background. The tea boxes don't hold anything sinister, just leap over them ready to face the clowns.

FROM: Konami OUT: December

An old superhero, a new animated cartoon series and another film/TV/comic game licence. Sort of.

Batman was conceived beards ago in an ancient DC Action comic series. Since then, he's undergone untold changes of image and over his kit underpants.

A guy who began as a regular vigilante crime fighter, except wearing a mad costume (taken from his dead dad who wore it for a fancy dress party – honest), has become a role model for millions of people.

From being a grey and dark blue caped crusader in a serious comic strip, he was sent up in a camp '60s American TV series which seemed to last interminably. Lengthy philosophical conversations with his aide Robin while climbing up the sides of tall buildings were interspersed with considerably tacky special effect BANG!s and POW!s.



Moving platforms ahoy! Batman ponders his next move.

When there were no more past it actors and actresses left to fill in the super villain guest appearance slots, the series came to a close. In the late eighties, more than 20 years on, Michael Keaton donned the now malevolent black rubber suit and re-established Batman as a hard,

brooding psycho completely hell bent on dishing out justice in his own inimitable style.

The Dark Knight Returns by Frank Miller, Klaus Janson and Lynn Varley and The Killing Joke by Alan Moore, Brian Bolland and John Higgins were the graphic novels that inspired the films Batman and Batman Returns.

Now, however, Batman has taken a step in another direction. Batman: The Animated Series is a cartoon show aimed at a whole new generation of punters. Kids to be precise. The cartoon show has spawned another comic and now, the pinnacle of spin-offs, a Game Boy game.

Batman, as a result, is represented on the 'Boy as a muscular though non-threatening sprite. His movements are graceful rather than rough 'n' tough and his enemies, on the early levels anyway, are teddy bears. They do, though, blow up now and then.

Controlling Batman is a good

TMN TURTLES III

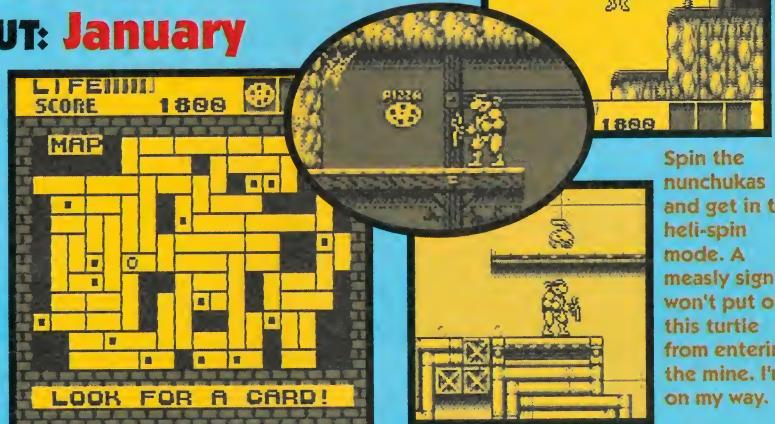
FROM: Konami OUT: January

Cowabunga, dudes. Those Turtles return for their third adventure, a Radical Rescue.

Shredder was defeated over a year ago. The boys have since been resting in their sewer hide away watching TV, eating pizza, y'know, the kind of things Turtles do.

While chilling out they discover that old friend April O'Neil has been abducted by some villainous escaped convict. Leonardo, Donatello and Raphael go to the rescue but, as Michaelangelo discovers on his return from the pizza shop, are themselves captured.

The villain lays down the challenge for Mike to rescue his buddies. With turtle pride at stake, he accepts. Armed with his nunchukas and an array of special ninja skills, Mikey faces an evil horde of mummified weirdos. He has to battle through a large abandoned mine



The map. Supposed to help you find your way around. Stress 'supposed'!

complex, picking up bits of life giving pizza, avoiding the scorpions, bats and various other natural hazards to rescue his pals.

The graphics are clear and detailed with Mike executing all his moves smoothly. The large area will

Spin the nunchukas and get in to heli-spin mode. A measly sign won't put off this turtle from entering the mine. I'm on my way.

Scorpions, yeuch. A quick jab will see them off. Pizza, that's what I need.

require loads of searching before the other Turtles are found and the villain can be turned to mincemeat. This radical rescue won't be easy but with turtle power on your side, and powered up by pizza, how can you possibly lose?

ROB SMITH

Top: Wow! Two guys with jetpacks. This is serious. Above: Geysers too, jeez!

REVIEWS PREVIEW

A Game Boy near you • Coming soon to a Game Boy near you

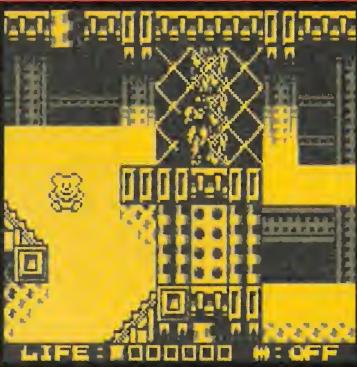
ANIMATED SERIES



This section is packed with malevolent teddy bears. Honest.

laugh. He's not capable of a great deal, as is to be expected of a Game Boy game, but the things he can do are well executed. Batarangs can be chucked, foes can be punched, walls can be bounced off and the batrope can be used to pull things up, and over platforms.

First impressions suggest that this guise of Batman will be just as suc-



cessful as his previous incarnations. The backgrounds are well drawn and imaginative, there are moving and sliding platforms to negotiate as well as lethal falling lava and killing spikes.

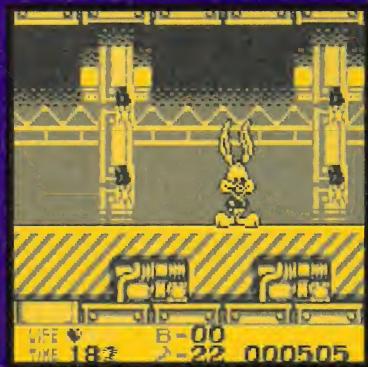
Make sure your utility belt's packed to bursting, or else Commissioner Gordon's gonna be looking elsewhere and wiring up the batphone to some other superhero's secret hideaway. **ALEX LEE**



Art © 1992 DC Comics Inc.

Tiny Toons Two should be one of the more eagerly awaited releases of the New Year if the success of the first instalment is anything to go by.

The residents of Acme Acres have a new cinema. Unfortunately it's owned by Montana Max and he wants to show movies starring himself. Montana's Movie Madness sees the toons this time having to save their new theatre. So Buster Bunny sets about stopping Max from boring everyone to tears.



Above: Everyone hates a show off and Montana Max has made an art form out of it. Buster will sort him out.

TINY TOONS 2

FROM: Konami OUT: January

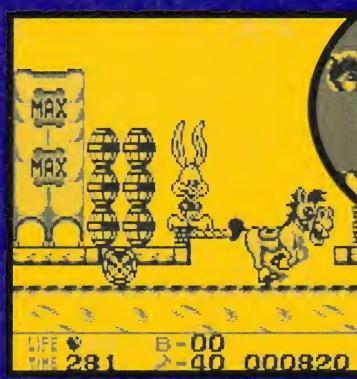
The first movie is a western and so Buster travels through tumbleweed strewn territory, bouncing on fences as mooing cows look on.

Toon foxes try to get in the way but are despatched with a nifty leap atop their heads. Some come armed, however, and a bit of swift dodging may be necessary to avoid the boxes thrown by them.

Buster is one cool 'toon, bedecked in a leather jacket and with the confidence of a young bunny in his stride. Along the way he can call on the help of some other Toons.

With a bit of luck Buster will be awarded an extra hundred points, or ten carrots or limited invincibility. Be careful to avoid the Dizzy Devil, though. This scavenging beast will help himself to a meal of five of Buster's carrots.

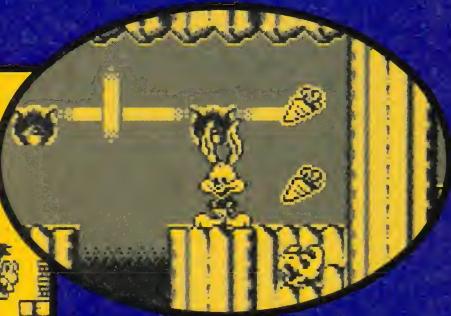
Visually appealing graphics of the toon characters combined with



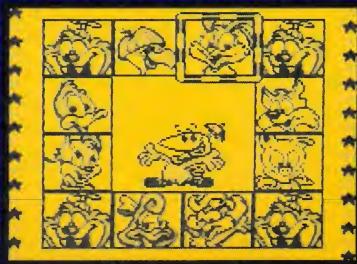
Above: Yee-haw. Ride 'em cowboy. Rollin', rollin', rollin', keep them wagons rollin', Buster.

some neat variations on the well worn platform style should prove a thoroughly entertaining combination. With simple, varied gameplay Tiny Toons Two is one to look forward to.

ROB SMITH



Above: Carrots, yummy carrots. These will help young Buster on his way. Say, what's up, Max. You're no fun.



PYRAMID

Presents...

SEGA A.C.D. COMPETITION

SUPER



ENTRY FEE ONLY

SKILL CHALLENGE

COMPLETE IN INK USING BLOCK CAPITALS

1. Fill in the missing word
SEGA **GEAR**

2. What is the first level of
Sonic the Hedgehog?

3. Name the letters on the
Sega Joypad

TIE BREAKER
Complete in no more than 10 words
I WOULD LIKE TO WIN THE
MEGA CD BECAUSE

APPLICANTS CAN ENTER AS MANY TIMES AS THEY WISH,
AS LONG AS THE FEE OF £1 ACCOMPANIES EACH
ENTRY. PHOTOCOPIES ARE ACCEPTABLE.

ENTRANT DETAILS

NAME
ADDRESS

TEL No
POST CODE

SIGNED

PARENT OR GUARDIAN
SIGNATURE IF UNDER 18

SEND POSTAL ORDERS TO:

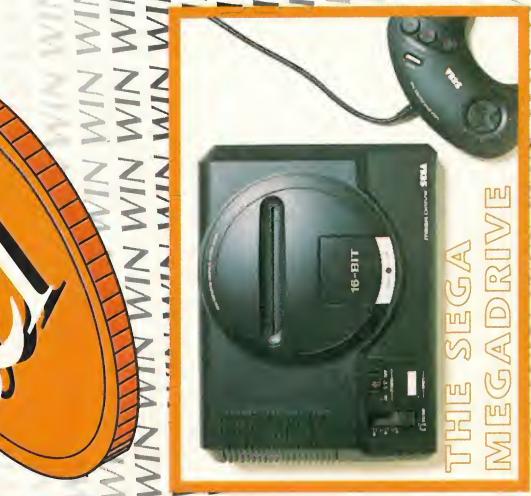
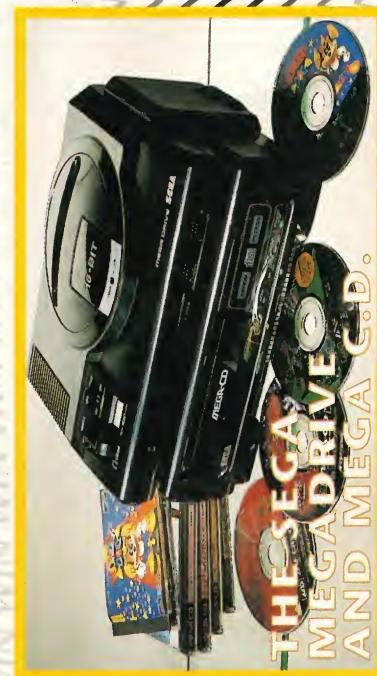
(If sending cash, please make sure you send by registered post.)
UNFORTUNATELY, CHEQUES CAN ONLY BE ACCEPTED IF TOTAL
EXCEEDS £2, IF 2 ENTRIES.
PYRAMID LEISURE, ARCHWAY HOUSE,
STATION ROAD, CHESTER CH1 3DW

RULES & CONDITIONS

The competition is open to anyone 18 years and over (anyone under 18 must seek permission from their parents/guardian) except employees, agents and families of organisers and judges. Proof of posting will not be accepted as proof of delivery. The organisers will not be responsible for postal delays or postal losses.

The winner will be the entrant, in the opinion of the judges, with the most apt, original and skillful answer to the tiebreaker. Second and Third prizes will be awarded accordingly and will be judged in the same manner. The judges' decision is final. No correspondence will be entered into. Funds are not available for any other use.

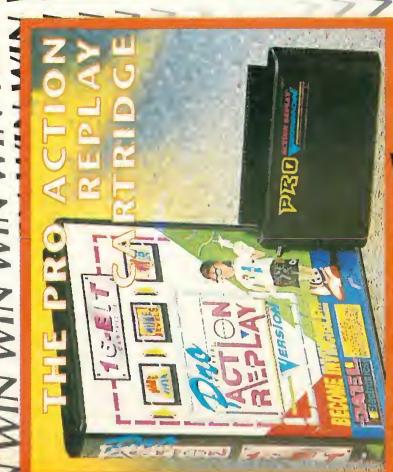
If the total valid entries are less than 15,000 then the first 10 prizes will be substituted with a sum equal to 4% of the monies received. Second 25 prizes substituted with 1% and Third 50 prizes substituted with 0.2%. Monies received will be held in a deposit account, withdrawals will require the signature of a solicitor. THE CLOSING DATE OF THE COMPETITION IS 12.11.93. COMPETITION WINNERS WILL BE NOTIFIED WITHIN 28 DAYS AFTER THE CLOSING DATE.



1st
10 TO BE WON



2nd
25 TO BE WON



3rd
50 TO BE WON

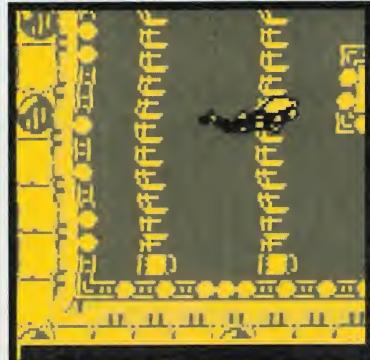
REVIEWS PREVIEW

Game Boy near you • Coming soon to a Game Boy near you

SPIDER-MAN AND THE X-MEN

Spider-man returns and this time he's brought his pals. The X-Men join the webbed hero in a new adventure against the Super-Villain Arcade.

The X-Men, for those who don't know, are four superheroes with different powers who have banded together in a bid to end crime, right wrongs and just be dead heroic. Their names? Well, there's Cyclops who's equipped with an optic blast, Gambit, armed with energy cards, a



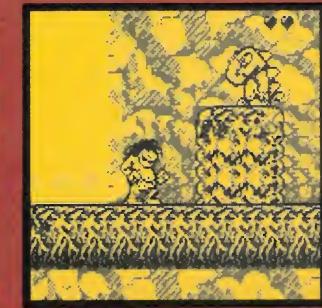
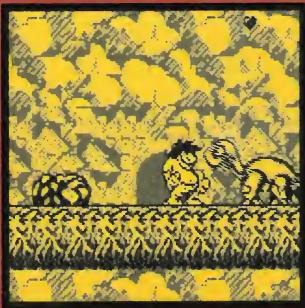
Storm dons snorkel and flippers underwater. But beware, piranhas.

Ughh! Club! Food! Probably the only words in the vocabulary of Prehistorik Man, a caveman with a club, in search of... food.

Mr Prehistorik Man is a resident of Hungerland. His simple lifestyle of eating and clubbing (hitting not night) has been interrupted by a most heinous crime. Not only has his girlfriend been kidnapped but some brigand has stolen his fridge!

With a new goal to end the drudgery of life in Hungerland Mr Man sets about his mission. Constantly hungry our hero must negotiate different levels, survive encounters with various prehistoric beasts and cope with the natural pitfalls of life in the dark ages.

Right:
Prehistorik
face to face
with a turtle.
Hit first ask
questions
later. Far right:
A menacing
dragon peers
down. A quick
clout from the
club is what's
needed.



A menacing
dragon peers
down. A quick
clout from the
club is what's
needed.

FROM: Acclaim **OUT:** December

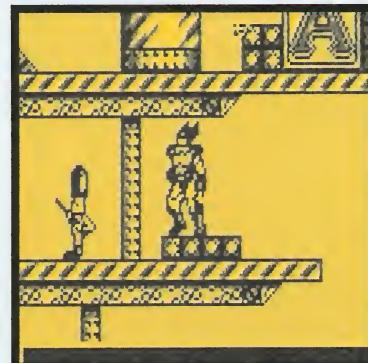
chap called Wolverine wielding adamantium claws and Storm who can control the elements.

Spider-man begins with a mission to free the X-Men from the clutches of the evil Arcade. The X-Men captured. What's happening when a Super-Villain is able to imprison these paragons of valour? The important thing is that they need rescuing. Cue Spider-man.

The X-Men are being kept in an amusement park. Before the group can set about ridding the world of the evil deeds of Arcade Spidey must break in to the park and release the superheroes from their enforced captivity.

Once the rescue is complete you have the opportunity to play any of the five characters. Whoever you decide to control must face a confrontation with the dastardly denizens of Arcade's fiendish park.

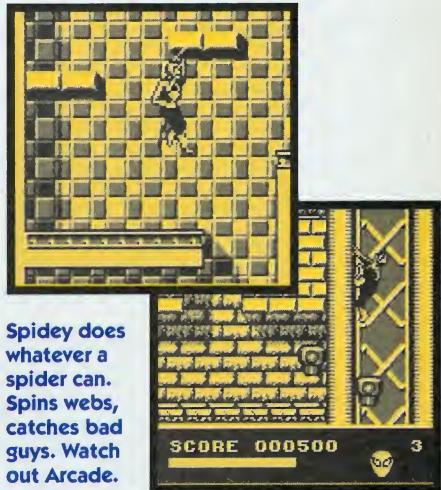
In the amusement arcade from hell the battle commences against killer clowns, hungry piranhas,



Wolverine against tin soldiers. No contest, especially with his punch.

lethal doom balls and deadly robot replicas of Super-Villains like Carnage and Juggernaut.

The graphics are inspired by the Marvel comic book artwork, with every effort made to keep faithful to this style. Each sprite is easily recognisable as the character which it represents, using the special powers for which they became famous.



Spidey does whatever a spider can. Spins webs, catches bad guys. Watch out Arcade.

A strength of the game is the variation on offer from playing the different characters. Once they've been rescued that is. Spidey is still in development at the moment but should be very soon anyway. Look out for a full review next month of what could be a spider-slinging, action-packed, arcade-battering totally real blast.

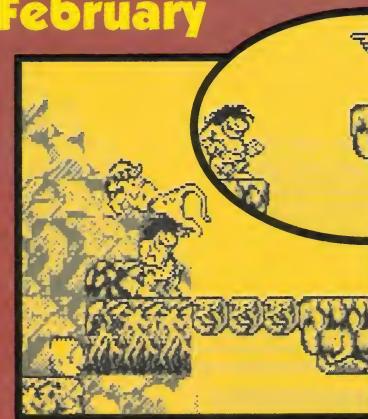
ROB SMITH

PREHISTORIK MAN

FROM: Titus **OUT:** February

Jackals, turtles and dragon fish can all be clubbed to the edge of extinction with a swift clip. This isn't the only weapon in Mr Man's armoury by Jiminy. A devastating Sonic-esque spin roll will clear a path through the wilderness. If that's not enough Prehistorik can take a deep breath and blow out a deafening yell, guaranteed to scare the pants off any potential foes.

There's more. In later levels Prehistorik can hitch a ride on a



hang-glider to speed the way to his loved one and different weapons can also be found.

The graphics are bold and well-detailed, in the style we're coming to expect from Titus. Icons can be collected to boost the limited number of special moves Prehistorik can make. He's only so much breath, y'know. Can't go yelling his head

Avoiding panthers are some of the perils which face Prehistorik Man. Luckily a traffic light points the direction to his fridge and girlfriend. Dinner time!

off all the time, it'll disturb the evolving life forms of Hungerland. With traffic lights pointing which way to go there should be little chance of Prehistorik getting lost in the wilderness.

Prehistorik Man looks good, plays well and with plenty of variation in gameplay should be a clubbing, stomping hit.

ROB SMITH

WRITE HERE WRITE NOW!

Welcome to the all-new letters pages! The wall from Off The Wall has been demolished, but the rubble is going to a charitable cause.

Multi-game Carts

Dear GB Action,

I've bought the last three issues of GB Action and took them on holiday to Singapore and Hong Kong so I could pick up some good, cheap games.

While in Hong Kong I bought a '150 in 1' games cartridge and it is only recently that I have found out that it is illegal to sell these in England, U.S and Canada. Is it illegal to own one? Is it illegal to sell it second hand to someone else?

Adam Walczak, London

Yes and er, yes. The copyright laws are more relaxed in places such as Taiwan where sophisticated technology is used to pirate game carts.

Our laws are different however, so these multiple game carts are illegal. But don't worry, we haven't informed the police (yet).

Cool Compos

Dear Off The Wall,

Even though some Irish people buy your brilliant mag we can't enter any of your cool compos. Is it because of the cost of post and packing?

Lorna Gargan, Co. Meath, Ireland

In a nutshell, yes. The cost of post and packing is sky high when you want to send stuff of such magnitude as our competition prizes all those hundreds of miles to the Emerald Island.

Shop Pros

Dear GB Action,

I am writing to you at the request of my son, aged nine, who is a great fan of your magazine. His main passion, apart from his

Game Boy, is Star Wars. He has the Star Wars game for GB and was anxious to buy The Empire Strikes Back but we cannot find a stockist in Cardiff or Penarth for this game, do you know a local stockist?

A point that may be of interest is that Toys R Us do not consider your product to be a magazine.... most insulting. They advertise in their "Video game Charter" that they "guarantee to match any nationally advertised price".

When I brought a copy of your magazine in to their shop in Cardiff to show them the prices advertised therein and ask them to match them, they announced that they consider you to be a "mail order catalogue and not a magazine" and therefore your advertisements do not count.

I personally do not consider they are a reliable games outlet but I don't suppose my opinion counts...

E.N. Evans, Penarth

I can't give you a specific name but Empire Strikes Back should now be available in

most shops with a games department. Try Console Plus on (0924 456802).

As for the toy shop, they're entitled to their opinion but they could be losing the custom of 40,000 GB Action readers.

Q & A

Dear GB Action,

Please could you answer my questions.

1. Which is the best game, Mortal Kombat, Best of the Best, or Raging Fighter?

2. What new sporty games are coming out?

3. What happened to Wayne's World?

4. When will you review 'The Fidgetts' and 'Montana's Movie Madness'?

Callum

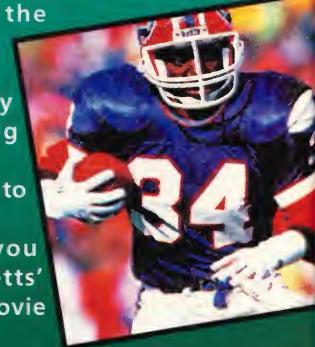
Mitchell, Strathclyde

1. Best of the Best, in our (Andy's actually) humble opinion.

2. Goal!, Sensible Soccer, NFL Quarterback Club (around January) are just a few. Check out GB Action for news of the latest releases as they happen.

3. It died, never to see the light of day.

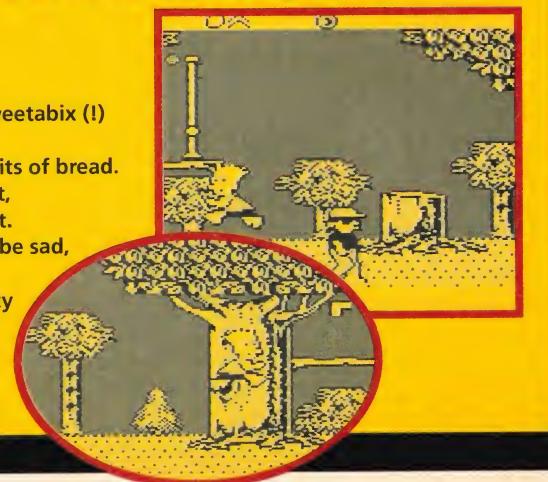
4. This issue and never heard of it!



PUBLIC EYE

BART VS THE JUGGERNAUTS

To crack this cart
You will need to be smart,
It might have great graphics
But to finish it you'll need some weetabix (!)
I'd rather kick myself in the head
Instead of spending twenty-five bits of bread.
I've tossed and turned in the night,
Trying to get this mean game right.
When marking this game, I won't be sad,
Because the game isn't that bad.
The percentage I'll give will be fifty
Because the sound is quite nifty.
Simon McCaughey, Redditch



More Q & A

Dear GB Action,

Can you answer some of my questions please?
1. Will Star Wars go down in price now Empire Strikes Back is out?
2. Which game do you think I should buy next, Star Wars or Super Mario Land 2?

3. Are Krusty's Fun House and Joe and Mac both good games?
4. Some people say Dr. Franken is good but some say it is rubbish. What do you think?
5. On the last section of level three on Super Hunchback I come to a cannon that keeps firing but I can't find the bell. Please can you help?
6. A few weeks ago I went in to a computer games shop and I noticed that they had Double Dragon 3 on sale for £8.99. Is it worth buying?

Thank you for answering my questions, I think your magazine is excellent.

Martin Green, Leeds

1. No. These games are produced by different companies independently of each other.
2. 92% and 90% respectively for these two. If you want platform, puzzle and fighting then it's Star Wars, or platform, puzzle and secret rooms then it's Mario. You decide - we try to be helpful like that!
3. Yes.
4. Dr. Franken is good (92%), a real challenge. Dr. Franken 2 is also an entertaining platform romp, but a bit too easy.
5. Check out issue 7 for a full game busting of Super Hunchback. Try jumping on to the cannon balls and see where they take you.
6. No, 'cos it's still rubbish.

Respect's Due

Dear GB Action,

You're probably sick of all the praise and questions, so I'm gonna give you a lot of each. Well done for a totally awesome magazine, my friends say it's naff and Total's the best. After reading Total I think they need their brains checked.

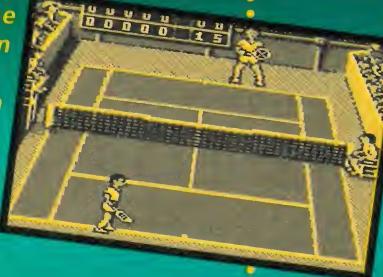
Please answer my questions.

1. What's the best tennis game other than the very old Tennis?
2. What's the best racing game out on the Game Boy?
3. Will Batman Returns come out on the Game Boy as it's out on the SNES and NES?
4. I'm thinking of getting Alfred Chicken, should I?
5. Will Global Gladiators, Top Gear, Alfred Chicken 2 and Silly Putty be released on the Game Boy?
6. Does Dave Goodyear work for any other

mag as I saw him in your sister magazine, Super Action?

Gareth Jenkins, Coventry

1. Top Ranking Tennis, we think.
2. Nigel Mansell's World Championship Racing is probably the best but Super RC Pro Am is a good alternative. Check out the Lamborghini review on page 12 as well.
3. Most unlikely, I'm afraid.
4. You could do a lot worse, with a whopping 92% it's one of the better games available.
5. No, no, no and maybe!
6. GB, Super, Mega, PC and Amiga Action are produced by the same company, Europress Interactive. Dave does players guides all over the place, thus giving him the chance to annoy everyone in the office.



Interesting (maybe)

Dear GB Action,

Hello, I have some interesting questions for you to answer. Well, sort of...

1. The games I have are Double Dragon 1 and 2, Dr. Franken, Lemmings, Terminator 2 Arcade, Top Ranking Tennis, Tetris and WWF Superstars Two. Would you rate this collection as good, bad or average?
2. Why has your price gone up by 50%?
3. Do you have any decent cheats for my games?
4. Why is George Foreman's KO Boxing such a steaming pile of Jimmy's Jobby?
5. Can you send me a free copy of Mortal Kombat?
6. These questions are starting to self-destruct, aren't they?
7. Erm...
8. Bye!

Super Swanny, Kirkcudbrightshire (honest!)

1. Some good, some well... completely naff. So we'll give it an 'average'.
2. This was a one off for the badge. Nice

**WRITE HERE
WRITE NOW**

GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP

badge though, wasn't it? Prizes awarded for pictures of famous people caught wearing 'em.

3. How's about code level 24 Mayhem GXNPL for Lemmings.

Try FJ6(Heart)T NNNVV VG208, the final level code for Dr. Franken. How much more decent do you want?

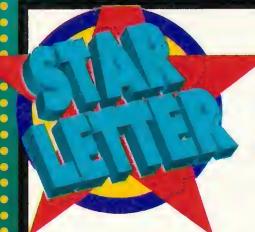
4. This particular gem must have been designed to fully represent the great man's style and ability. To this end it was quite successful!

5. If we could afford to do things like that then I very much doubt we'd be working on Game Boy mags for a living.

6. Definitely... yup!

7. Exactly.

8. Good byeee, good byeee, wipe the tear, Swanny dear, from your eyeee.



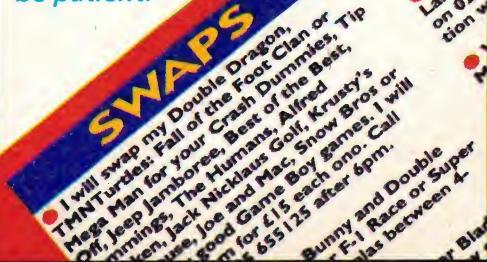
Safe Swapping

Dear GB Action,

I applied for one of your adverts (Pandora's Box) to swap my game World Cup. I've waited five weeks and I've not got my new game yet. Please could you help? I did include my £3.50.

Stuart Little, Stirlingshire

I spoke to the company in question and you can rest easy. The problem with these swap shops occurs when most people are after the latest and most popular games. There are not enough of these games to pass on to everyone and waiting for them to come in can take up to two months. Efforts are made to process orders as soon as possible but when demand outweighs supply delays occur. The solution is to be patient.



COMPETITION

GB Action, in conjunction with Jaleco, are proud to present yet another incredible competition.

To coincide (roughly) with the release of their superb link up footy sim, Goal, there's a stack of football related goodies on offer.

The first prize is a full international team kit of your choice, which must be worth about £80 these days. Five runners up will receive a brand new FIFA approved regulation leather football.

Again, the questions are easy and the prizes are excellent.

Remember to state your size and the strip (with a second choice) you would like if you turn out to be the lucky recipient.

Good luck to all those who enter, tough luck to those who don't.

Let's be honest, few of us are gonna represent our country at footy. With GB Action and Jaleco, however, at least you can wear the strip!

STRIP FOR ACTION! WIN FULL FOOTY KIT AND FIVE FOOTBALLS!

**GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

Name _____
Address _____

Post Code _____

ANSWERS _____

- 1) _____
- 2) _____
- 3) _____

Answers to be in by 3RD DEC.

I do not wish to receive promotional material from other companies

All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.

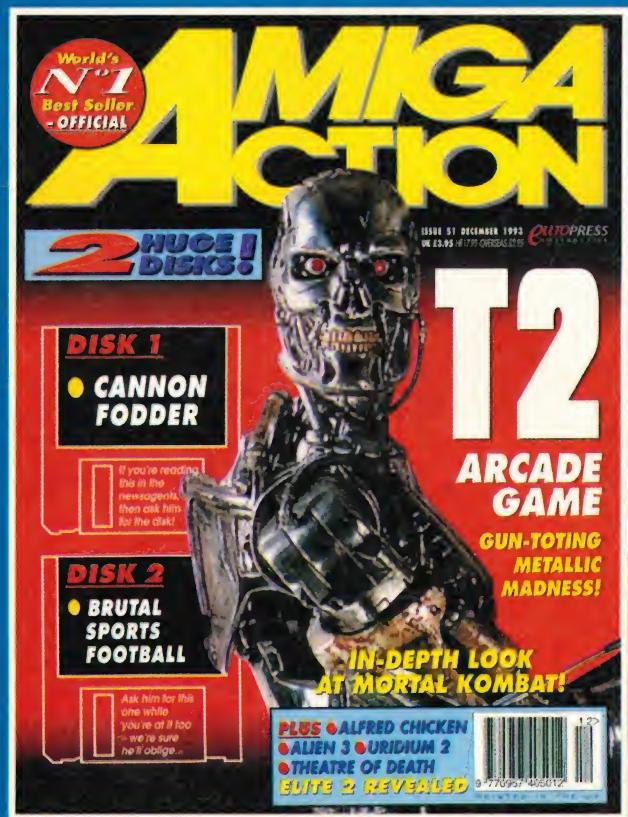
QUESTIONS

- 1) Who has won the most caps for England?
 - a) Peter Shilton
 - b) Bobby Moore
 - c) Billy Wright
- 2) Who has scored the most goals for England?
 - a) Gary Lineker
 - b) Bobby Charlton
 - c) Jimmy Greaves
- 3) Which of these has never played for England?
 - a) Bryan Robson
 - b) Brian Clough
 - c) Ronny Dils

Buy Amiga Action...

THE WORLD'S BEST SELLING AMIGA GAMES MAG!

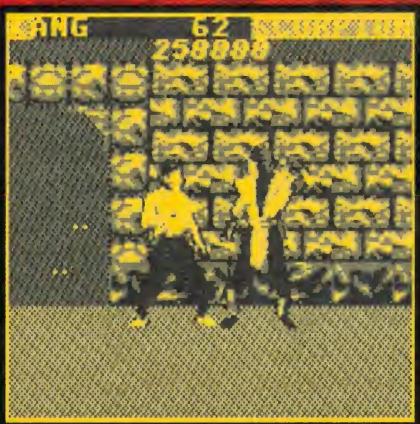
- Every new game reviewed
- Top cheats of top games
- News as it happens
- Best and biggest features
- In depth previews
- Superb competitions
- Out now, so buy it



...or we'll come and kill your pets.

TIPS & GUIDES

Lost, stranded or just plain flummoxed? What you need is a good, strong cup of GB Tips, the most refreshing cheats around...



Mortal Kombat:

Messrs. Tony Lee and Martin Carr stand and take a bow, please. The moves – this is how you really do 'em!

Kano:

Spinning Blade: D-button away, towards, B

Cannonball: D-button towards, down, back, up. (Makes him spin like a demented porcupine, apparently.)

Death Blow: D-button down, towards, towards, B

Sub Zero:

Power Slide: D-button towards, down, B

Icy Shot: D-button away, towards, A

Death Blow: D-button towards, down, towards, A

Scorpion:

Teleport Punch: D-button towards, down

Spear: D-button away, away, B

Fire Breath: D-button towards,

towards, towards, A

Rayden:

Torpedo: D-button away, away, towards

Teleport: D-button down, towards

Raidenticity: D-button towards, towards, B

Sonya Blade:

Leg toss: D-button down, A+B

Flying Puch: D-button towards, away, away, towards

Energy Wave: D-button away, away, B

Liu Kang:

Concorde Kick: D-button towards, towards, A

Flame Bolt: D-button away, away, B

Helicopter Spin Kick: D-button towards, towards, away, A (we think!)

01 LFBD

02 VCSB

03 TRFF

04 ZFRG

05 NGSF

06 QDCZ

07 KCNG

08 TRBD

09 LGCK

10 WGRD

11 TCMF

12 RBCN

13 NBMF

14 GPBL

15 RBCT

16 RCNG

17 FCRF

18 YBRD

19 SGNG

20 GGLD

Thanks for these Jackie.

Darkwing Duck:

Problems killing Quakerjack? No more, with this tip from David Lewis. Run to the right and stand under the bloke who drops banana skins on you. They will miss you, honest!

Face left and move up and down the platform shooting at Quackerjack. He's easy to avoid and you will kill him without losing any energy.

Faceball 2000:

Fancy skipping to level ten? Try this little cheat courtesy of Elizabeth Korby from Brockenhurst.

When you reach the exit on level one, turn around and shoot the opposite wall. And lo! A secret room containing an orb appears. Activate the orb and you can find an exit all the way to level ten.

Alternatively, play to level 5, touch the Pod and warp to level 71. Cheers to Matthew Waite of Hampton Green.

Operation C:

A busy little bee, that Matthew Waite. Here he is again, or rather if you turn to page 56 he will be...



Garfield:

Some level codes to help that fat cat progress up the ladder :-

ACTION PLAYERS GUIDE

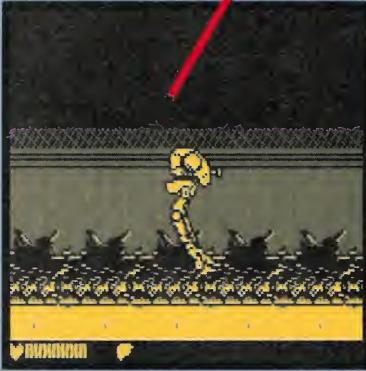
Following on from last month our intrepid guide guru now details this massive level with more dangers than you'd ever believe. The AT-ST walkers are a great help, particularly because you will be able to get in one yourself. But you'll have to leave your AT-ST behind to make the leap up to the higher platforms.

Escaping the planet of Hoth takes bravado aplenty. This should build confidence and assist in the Rebellions escape...

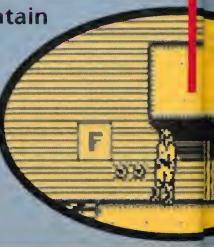
Enhance your Light Sabre here.

THE EMPIRE STRIKES BACK

You have to be in the AT-ST walker to cross the two pits here



These two locations contain important power-ups you'll need later on. Don't forget to pick them up now or you'll regret it if you don't.

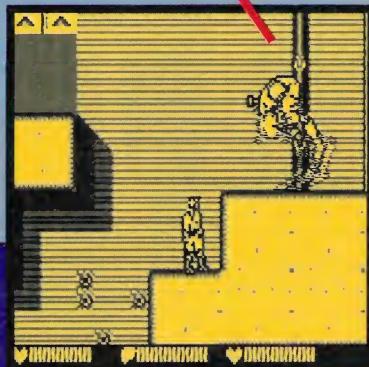


MAP CONTINUED BELOW

Another power-up to collect.



The first walker near the start of the level is best used to knock out the dangerous electric thingummys. You can now travel across the moving platforms safely.



This AT-ST is the most important part of this level. Stand here to destroy it by firing diagonally at the metal beast. Don't be too hasty in trying to blast it. Just a couple of hits from its lasers and your energy will be considerably diminished. You can't, though, be hit if you don't move.

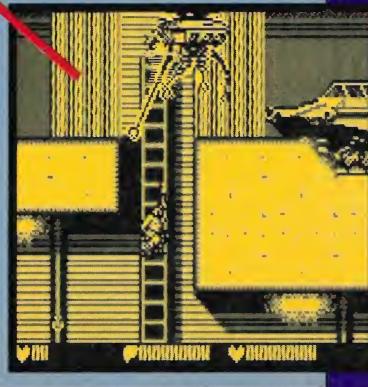
TRIKES BACK

Just as you think you're home and dry this AT-ST will arrive to prevent you from leaving - stopping you just yards from you're goal. Find a safe place and blast at the armoured machine until it turns into a pile of scrap metal.



in RETRO REVIEWED IN ISSUE 14

The simplest and most effective way to defeat the Probe Droid is to stand and shoot upwards from this ladder. It may take some time but you're guaranteed total safety.



The sequel to the enormously successful *Star Wars* (cinematically and Game Boy wise) is a towering monster of a game. Getting your way through the levels is a mammoth task. There are more options, more levels and more puzzles than ever before to keep you glued to the tiny screen.

93%

ACTION PLAYERS GUIDE

1. Back in time

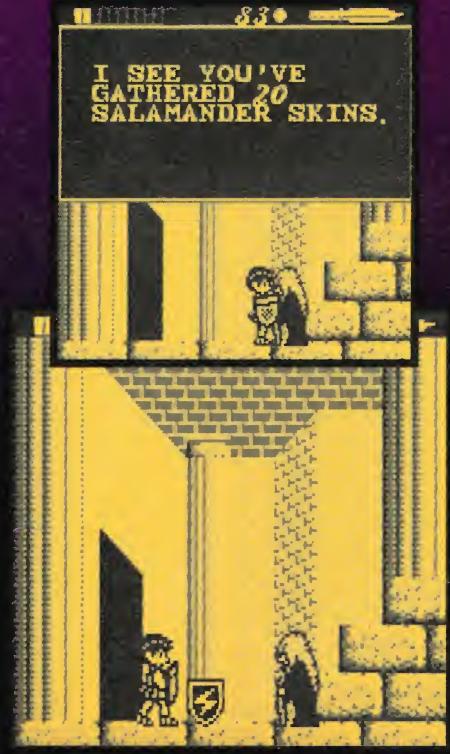
When last we set eyes on our hero on his quest in ancient Greece things were tough. Now it seems like the toughest thing you'll ever do. So no throwing your 'Boy around in frustration.



It's still causing a few problems, not only for the game players out there but also for our own guide God, Andy...

4. Salamander frenzy

For the all important salamander shield you will have to locate the witch who'll perform the deed. Travel back by dolphin and take 20 skins from the caves beneath the Temple of Hermes back in Argolis. If you haven't already by killing the snakes. Failure to do this will see you turned away by the witch.

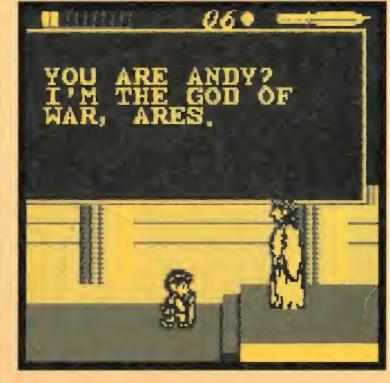


BATTLE



5. Bracelet from Ares

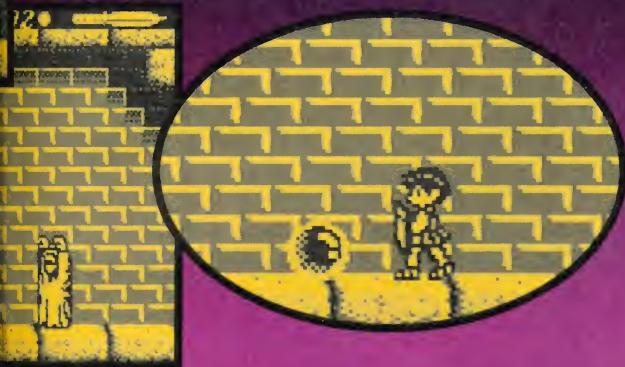
This will take plenty of running back to places you've been before. Prepare to take a trip to see Ares.



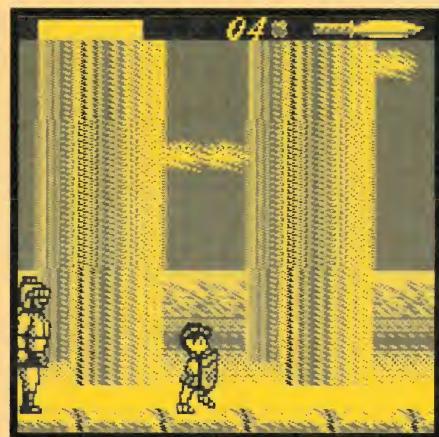
He'll give you a bracelet, a snip at 50 olives, which renders your weapons twice as powerful.

2. Cretan stopover

Once Siren is destroyed you can travel back off to the right of here and towards Crete. It's important to step inside this door and find this ghost thing to obtain an item. You will come across a couple of helpful items in Crete. Unfortunately you will need to have stocked up on salamander skins and olives. The locals are very greedy indeed.



3. In Crete

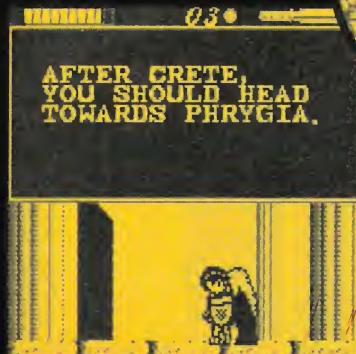


The guards around Crete are fast, tough and difficult to kill. It's best to avoid as many as possible before you receive the bracelet from Ares.

OF OLYMPUS



6. Mooning around



Straight after this head back out to Argolis and into the caves to the seashore. If you've done your exploration correctly you'll have been told the clue as to where you need to go next. Call your dolphin buddy and set off to Phrygia to see The Goddess Of The Moon, Artemis. Apparently she has a very important item!

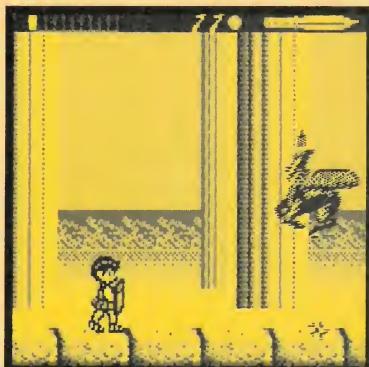


7. Open the Phrygia

Phrygia is by far the toughest of the places you will have seen so far. The entrance is guarded by a horse with wings. This is best avoided at all costs. Step into the door on the right!

This is another of the dreaded maze levels and it's best to draw yourself a map so you can check your steps and prevent yourself running round in circles.

At some stage you will be making a journey to Tartarus. A helpful chappie in Phrygia will give you this important clue: left, left, right, left.



in RETRO

REVIEWED IN
ISSUE 10

Set in ancient Greece, Battle of Olympus is an enormous game. It immediately draws you into an epic struggle. Graphics are excellent, it involves a healthy helping of violence alongside good interaction. There are many mad characters offering you clues to help you on your missions.

87%

(cont. from page 56)

Up, up, down, down, left, right, left, right, B, A, B, A, start will enable you to play any level apart from the last.

Tennis:

For the daftest tip we turn once again to Matthew Waite.

During play press start to pause and then select to scroll through the match info on the right hand side. Throw the ball up for a serve, stand underneath it and bounce the ball off your head for a point!



Action Replay

Stuart Legg of Harrogate has kindly compiled the following codes:

Mortal Kombat:

030X1DD6 Enter 6 as X to play Goro
Enter 7 as X to play Tsung

Krusty's Fun House:

0AF20BC4 Extra blocks.

Don't activate until you are in the game. Don't use too many (a dozen plus is risky) or music will stop, graphics corrupt and you'll lose a life. Don't activate while carrying another item or it will turn into a block. Don't talk to strangers. Don't smoke. Don't do drugs. Don't have unprotected sex. Don't... just don't alright.

Empire Strikes Back:

David Rutherford of Stirling Strikes Back with loads of Force, infinite amounts in fact: 042095DA.

Tom and Jerry:

01034ED5 Infinite lives

043B1AD5 Infinite time (but turn off at end of each level)

Humans:

07C6E0CF Stops the timer

01XX94CF Level select

Faceball 2000:

A very jolly little code from Amy Pike of Hemel Hempstead. To keep the face permanently smiling 01040CC2.



GAME GENIE

Mortal Kombat:

Some handy codes to help you battle through a little easier.

01B C3E FFF – Invincibility (Not for long).

000 A3C FFF – You will be able to float (Should come in handy!).

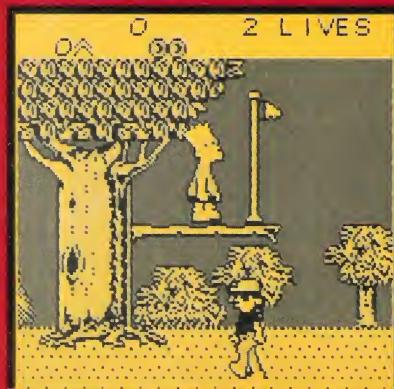
19C B6C FFF – Try it. (That's the instruction - better had I s'pose).

009 A3C FFF + 19C B0C FFF – Walk towards opponent and press towards and B to throw them. (Won't work on Goro, though)

Ta very much for those, Gregory Allen.

Bart/Camp Deadly:

Young Simon Cooper pleaded for this to be included. Just this once



then – 999 999 999 Camp bullies, what camp bullies?

Castlevania Adventure:

Find this too easy? Well, Tim Rose can make it a bit more of a challenge.

309 E4A F8D – Makes the game harder.

420 98F 075 – Makes everything move faster

72B 848 65C – But if it's too tricky, on the other hand, this makes you invincible to most enemies.

Prince of Persia:

You've had the level codes, you've had the map (issue 11 if you don't believe me), now have the Genie codes. We're too kind.

F45 B7C 4C1 – Guards won't fight you.

187 85D 4CA – No damage from falling.

Thanks to Michael Ball for breaking his world tour to bring us these handy hints. Does the singer live in Watford?

Humans:

Save some lives.

0FD 609 D5 – Start with 15 humans.

FA3 E9F 4C1 – Infinite humans - though not when restarting a level.

FA9 B7C 4C1 – Infinite game time.

Super Mario Land:

Courtesy of Miss Louisa Hipniss of Bolham we have a couple of variants for this old fave.

0C02B5FF Mario has fireball permanently.

0C0001D1 Freezes enemies. Very chilling!

Metroid 2:

Anyone for infinite energy? Try 012951D0. Winging all the way from sunny Australia, Mittagong in fact, thanks go to Ken Mori.

Keep 'em short, keep 'em sweet and try your best to keep 'em neat! Send your top tips to GB Action, Europress Interactive, Europa House, Adlington Park, Macclesfield SK10 4NP.

BUYERS GUIDE

Somewhere in the UK there's probably someone who's never heard of the GB Action buyer's guide. How empty their life must be.

PLATFORMS

Addams Family

Ocean

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

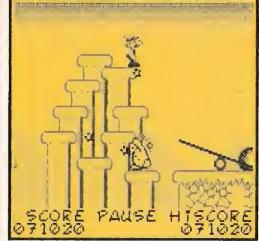
Adventure Island I & II

Hudson Soft

Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

Asterix

INFOGRAPHICS



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

Alien 3

Acclaim

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, and maze-like complexities that make for a teasing and very enduring challenge against the aliens. 90%

Balloon Kid

Nintendo

A weird adventure in which you chase balloons over a number of taxying levels. Simple and fun and very

cute, there are oodles of hazards to dodge and power-ups to grab. Despite this it's a bit too tedious. 71%

Bart Simpson's Escape from Camp Deadly

Acclaim

A fun and addictive cartoon licence that does Bart justice. In what other game do you get a full-on food fight? With arcade overtones and lots and lots of challenging layers, this will certainly take some beating. 86%

Batman

Sunsoft

A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to pull on the baddies. No sign of Robin though, which is a bit of a shame. 80%

Batman: Return of the Joker

Sunsoft

Dead, dead tough but certainly worth plugging away at, this gets old rubber pants' sequel off to a good start. Truly excellent sound FX and well snazzy graphics complement the gameplay. Loads of mileage for your hard earned money assured. That Joker returns once more! 87%

Bill and Ted's Excellent Game Boy Adventure

Acclaim

A truly excellent game for any bodacious player that'll appeal to everyone. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are naff but gameplay is ace. Will keep you air guitarizing for ages. 90%

Blues Brothers

Titus

Shades on everyone! Time for a true merry go round of fun and frivolity as you cruise up and down stairways and along pulleys in a desperate search for your missing instruments. Brill music and graphics and a rock solid platform romp around rock 'n' roll land make this a worthy addition to any collection. 90%

Essential Game Boy Purchases Essential Game Boy Purchases Essential Game By

Pinball Dreams

Gametek

Silver ball action of the slickest kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to its name and really is a dream come true. One of the most playable carts, you'll be hooked. 92%



Prince of Persia

MINDSCAPE

Silky smooth animation is just the stuff on this very sweet turkish delight of a exploration platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The opening levels are perfectly designed to get you into the comprehensive controls, the final levels keep you playing on and on. 90%

Lemmings

OCEAN

The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night, on the bus past your stop, and use up all your spare battery collection. Puzzle players will find a last-

what you get. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culkin himself, as you endlessly leg it around. Very poor! 35%

Hook

Ocean

Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay make for a sure fire treat. Recommended! 85%

Joe and Mac

ELITE

A clobberingly groovy good platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels. 89%

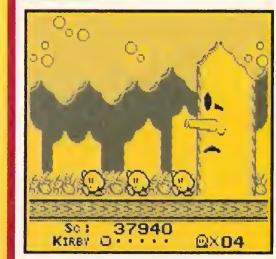
Kid Dracula

KONAMI

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jolted along nicely despite the levels being far too short. 84%

Kirby's Dream Land

Nintendo



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability. In other words buy this game. 89%

Looney Tunes

Sunsoft

A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing but not, unfortunately, too long lasting. 90%

Max

Infogrames

A very barren, very very short platformer that's forgettable. Max is a cute character but can't rescue the failing, sluggish gameplay. 60%



McDonaldland

Ocean

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. 80%

Mega Man I, II & III

Capcom

Although all three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

Parasol Stars

Ocean

Fight through seven levels bally bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need tons of stamina and concentration to make any headway. 76%

Popeye 2

Activision

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

Pop Up

Infogrames

Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

Pugsley's Scavenger Hunt

Ocean

Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

Rodland

Storm/Sales Curve

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless well worth a play about on. 79%

Speedy Gonzales

Sunsoft

Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he

races across your screen in a bid to rescue his mates. Definitely recommended. 90%

Spider-Man 1, 2 & 3

Acclaim

If you avoid the first game in this series, you'll have a fine web-sling of a time with a beautifully animated Spidey sprite. Levels are richly diverse as the webbed wonder defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult and huge heaps of mind-warping frustration may spoil your fun. 83%

Super Hunchback

Ocean



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmeralda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

Super James Pond

Ocean

Make it a meatier challenge and this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

Star Wars

Ubi Soft

Varied and absorbing. This lasts longer than a Tatooine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

Super Mario Land

Nintendo

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

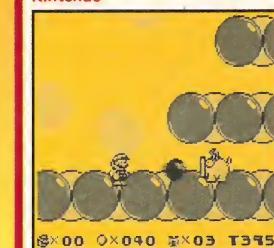
Talespin

Capcom

Jolly graphics, chirpy music and some nicely weird scrolling fail to add up to a terribly captivating licence. Still, at least it stars Baloo from The Jungle Book, and you can hum 'Bear Necessities' to yourself while playing it. 73%

Super Mario Land 2

Nintendo



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

Taz-Mania

Toy Headquarters

Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. It is a bit like Edd the Duck though. 76%

Tiny Toon Adventures

Konami

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

Titus the Fox

Titus

Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background resembles the next. Crazy platform action with a cute fox thrown in for good measure. 67%

Universal Soldier

Accolade

Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves to master. Maiming and killing has never been so much fun. Jean Claude Van Damme it's good. 80%

BEAT'EM-UPS

Battletoads

Trade West

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An absolute office fave, well nearly anyway. 91%

Double Dragon

1, 2 & 3

Acclaim

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less. 25%

Lethal Weapon

Ocean

Action is go, go, go and the game does get better and more involving the more progress you make but, sadly, there is a lack of moves to perform, making it more dull and boring than exciting. 72%

Mortal Kombat

ACCLAIM



Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. Better than ice-cream. 87%

Pit-Fighter

Toy Headquarters

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. Boring, boring, boring, boring, get the message? 33%

Raging Fighter

Konami

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There's seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It should be good but it's really quite middle of the range. 74%

Teenage Mutant Ninja Turtles

Ultra Games

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem this game. 59%

WWF Superstars 1, 2 & 3

ACCLAIM

The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

SHOOT'EM-UPS

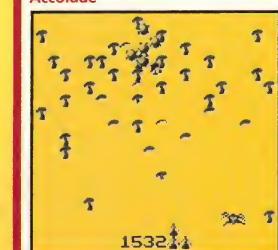
Asteroids

Accolade

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

Centipede

Accolade



Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

Drop Zone

Mindscape

A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal. 77%

Faceball 2000

Bullet-Proof

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players begin to compete. Then its above average, just. 76%

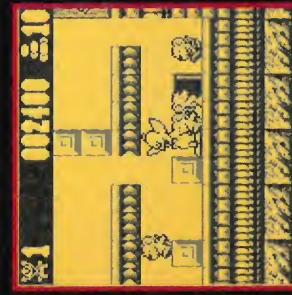
Purchases Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases

ing challenge to fall in love with and want to marry. 95%

Krusty's Fun House

ACCLAIM

Hi Kids! Bart's all time fav TV show trips onto the green screen with class. A platform puzzler that's got very little to do with the Simpsons (aww), but everything to do with infuriatingly addictive gameplay! The 60 plus levels will take ages to battle through. The ability to play the levels in any order, plus passwords to keep you going when you get stuck, a very good package. 92%

**Super RC Pro Am**

NINTENDO

Slick fast and playable, loads of tracks and the four playerlink option offers the greatest multi-player fun the Boy can offer. Car upgrades, weapons and tough competitors keep the fun going when you're playing alone. The sort of game you can just pick up for a quick game and play all day. Full of fun, the Link option must be played to be believed. 89%



Fortified Zone

Jaleco

Nuke your way through four levels overloaded with gun-toting guardians and warriors. You need a fast trigger finger but use very little thought in order to win. 65%

Hunt for Red October

Hi Tech Expressions

A horizontally scrolling shooty-shooty affair in which you take control of a Russian submarine as you shoot through obstacles and loads of nuclear armed enemies. Straightforward, with tricky little bits and really nice presentation. 65%

Navy SEALS

Ocean

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

Nemesis 1 & 2

Konami

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. They're fast-paced trigger-happy palaver right from the off and quite tough to get your teeth into. Needs perfection on the reflex front. Will you ever reach the end? 90%

Pang

Hudson Soft

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will survive in this gentle shooty game which holds a lot of lasting charm. 74%

Probotector

Konami

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing! 91%

RoboCop 2

Ocean

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

R-Type I & II

Irem

Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's ability and is superbly drawn. Excitement is assured as you streak across space

avoiding the taste of death. Not much to choose between them. 88%

StarHawk

ACCOLADE

Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds lack originality. 69%

Star Trek

ULTRA GAMES

A game that boldly goes where so many other games have gone before. Plenty of levels but warp drive is about as fast as a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

Terminator 2: The Arcade Game

Acclaim

A head-on attack of ultra violence, nothing more, nothing less. Backdrops are complicated and it's easy to lose your target among the rubble and figure out just exactly what the heck you're supposed to annihilate. 76%

Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

Xenon II

Mindscape

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane. 63%

DRIVING GAMES

Days of Thunder

Mindscape

Not really fast enough to satisfy racing pros and even fewer thrills and spills to keep you coming back. I'll say this for it, the car drives nice and

smoothly and it's pretty hard. All in all, though, it's just too bland to get a remotely decent mark. 41%

Ferrari Grand Prix Challenge

Acclaim

It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adapter to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. 88%

Motocross Maniacs

Palcom

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim. 80%

Race Drivin'

TOY HEADQUARTERS

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are cool. 73%

Road Rash

Ocean

A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything worthwhile. 53%

SPORTS

All-Star Challenge 2

ACCLAIM

This is basketball on half a court with side on and facing the basket views. Lots of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is limited. 74%

Bases Loaded

JALECO

A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

George Foreman's KO Boxing

Acclaim

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky.

Rank gameplay and ranker graphics, this is awful. If you must buy a boxing game get Muhammed Ali's instead. 24%

Hit The Ice

TAITO

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetite then try this. 80%

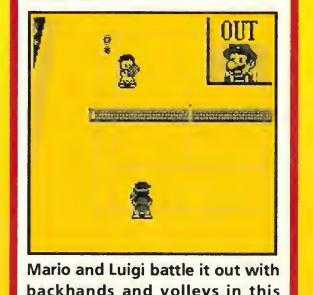
Jordan Vs Bird

Electronic Arts

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around. 73%

Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Just about the best possible Tennis game you could fit on the screen. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

Mario Golf

Nintendo

With everything you could possibly need for a few rounds and a battery back-up to boot, this is a near perfect sim for budding enthusiasts with plenty of different holes to negotiate. Fore! 80%

Side Pocket

Nintendo

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The appeal soon wanes. 63%

Speedball 2

Mindscape

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A not terribly top hand held conversion of the Amiga classic. 60%

Tip Off

Imagineer

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

SIMULATIONS

F-15 Strike Eagle

Microprose

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

Phantom Air Mission

ACTIVISION

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Unfortunately, each mission has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

Top Gun

Konami

For a flight sim this isn't very flight simmy. Action simply revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies. Not exactly a Tom Cruise of a game this one, not even an Alex Lee of a game 67%

PUZZLERS

Boxxle 1 & 2

FCI

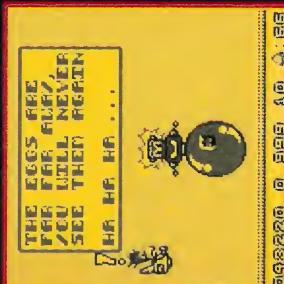
You shift around a selection of boxes, moving them to their correct position as indicated by a marker. Sounds boring but it isn't. Two real brain teasers make a pleasant change from more run-of-the-mill offerings. A pretty good effort in all. 80%

Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases

Alfred Chicken

MINDSCAPE

Possibly the best platformer of the lot. What more needs to be said? Challenging, addictive and a fine purchase, if you are sick of platforms then this is the perfect cure. Play it through, then play it again and again. Superb. 92%



Best of the Best: ChampionShip Karate

LORICIEL

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SFZ, go out and go a few rounds with this knock out cart. 93%

Parodius

KONAMI

The programmers behind the greatest blasters show they've got a sense of humour as well. The variety and originality lift this just above Nemesis 2. Cuteness often equals childishly simple play, not here. Belly dancers and prancing piggies provide exciting cannon fodder. 90%

Free Classified Adverts

● Wanted any tips for The Flintstones. Send to: L Prevett, 17 Honey Lane, Hurley, Maidenhead, Berks SL6 6RH.

● Wanted Kirby's Dream Land, Alfred Chicken, Krusty's Fun House, The Blues Brothers and Mystic Quest. Must have instructions, will pay £10-15. Also wanted a copy of instructions for Super Mario Land. Please phone (0382) 24634.

● Wanted: Mortal Kombat, will pay £10-15, or swap for Dynablast, Turrican or Super Kick-Off. Or sell these for £15 each. Also for sale, Dr Franken £15. Phone 02357 67087, must be after 5pm, please hurry!

● Wanted: Revenge of the Gator for Game Boy, must be mint condition. Telephone 0202 535675.

● Wanted, box for Bad 'n' Rad: Skate or Die and GB Action issue 1. I will pay £2.50 for the mag and £1 for the box. Ring 0757 706371.

● Wanted Soccer Mania or Nintendo World Cup. Will swap for Prince Valiant with instructions but no boxes. Ring 081 692 0717.

● Wanted F-1 Race and Track and Field. Will pay £10-15, boxed please. Ring 0985 216904.

SALES

● Games for sale: Probector £15, Kirby's Dream Land £10, and Hyper Loader Runner £10, all one and as new. Plus Burai Fighter Deluxe with no instructions. Call (0532) 672212 any time after 6pm Mon-Fri.

● Games for sale: Battlegrounds, Word Zap, Super Mario Land, Super Kick-Off, Faceball 2000, World Circuit Series, and Nemesis, £15 each. Tennis and Qix, £10 each. Phone (0709) 582800.

● For sale: WWF £1.50, or Chase HQ, £15. Phone now on (0243) 545177.

● For sale Balloon Kid and Hook with box and instructions, £17. Phone (0455) 613768, Hinckley.

● For sale Game Boy with 6 great games, everything boxed and in excellent condition. Games include WWF, Krusty's Fun House, Terminator 2, The Chessmaster and Robocop. Phone 0582 30843.

● Game Boy for sale with 2 games and accessories. Also Sega Master System with 4 games. Please call after 6pm for enquiries. Tel: (0992) 46359.

● Game Boy for sale, 70 games, AC adaptor, earphones and 2 player lead. All boxed. Sell for £230 ono. Phone (0724) 710131 for details.

● Game Boy games for sale, Mario Golf, Super Mario Land and Double Dragon II, no boxes or instructions, £10 each. Also Chase HQ, Gargoyle's Quest and Populous, boxed with instructions, £15 each. Phone (0784) 251412. Buyer collects.

● For sale Game Boy carry case, fits Game Boy, games and accessories, £8. And Nintendo World Cup £8. Phone (0673) 861424.

● For sale: Turrican, Terminator 2 and Dr Franken. All boxed with instructions. Call 081 399 9641. All games are £10 each.

● For sale: all boxed games, Lemmings £15, Populous £15, Crash Dummies £12 and Parasol Star £10. Also for sale light magnifier £5, and sound amplifier still in unopened case. E5. Will sell altogether for £60. Call (0362) 695091.

● Game Boy with carry case and 6 games: Super Mario Land, Tetris, Castlevania Adventure, Blades of Steel, Hall Wrestling and Nintendo World Cup. All come with box and instructions, £105. Contact Chelmsford (0245) 944690.

● For sale: Tetris £10, and Revenge of the Gator £15 onto. Also horse medal £5, street credit cheque book £2, stickers (a set of 5) £1, and hair bands (new) 50p each. Write to L Hipkiss, "Beavers' Brook," Bolham, Tiverton, Devon EX16 7RJ.

● Game Boy for sale with Tetris game, in good condition, all boxed for only £40. Also 4 other great games: Batman: Return of the Joker, Nintendo World Cup, Gargoyle's Quest and Duck Tales, £10 each. Also Game Boy bummag for sale £5. Ring: (0753) 646934.

● Metroid II for sale, good nick, boxed with instructions, a bargain at £15. Ring (0689) 875443.

● Game Boy games for sale: Mega Man III, Super Mario Land 1 & 2, McDonaldland and Terminator 2, from £10. Ring (091) 584 9318.

● I have issues 7, 8, 9, 11, 13 & 14 of GB Action, £1 each. Phone Swindon 0793 827245 after 4.30pm. All GB Actions are in good condition.

● For sale Lemmings £15, Hook £12, Spider-Man £12 and Handy Boy £13. All games and Handy Boy in excellent condition. If interested call 07684261.

● Cheap Game Boy games. 18 games including: Spider-Man 1 & 2, TMNTurtles, Home Alone, Bart Vs Juggernauts, Shadow Warriors, Double Dragon II, Radar Mission, WWF 1, Dragon's Lair, Toca Chiki and others. £8-12 each. Please ring (071) 354 1378.

● Unwanted Game Boy for sale, sell for £15 with batteries and ear phones. 16 days old. Real bargain. Write to: P Woodcock, Dunrozel Cottage,

Farnham Lane, Haslemere, Surrey GU27 1HD.

● For sale Amazing Spider-Man, boxed and instructions £10. Please send SAE to: R Sutton, 3 Ladywell Court, Welton, Brough, North Humberside HU15 1LY.

● Game Boy with 9 games including Super Mario Land 2, Battletoads and Krusty's Fun House for £130. Phone 0799 522909. Buyers must collect!

● Game Boy, 5 games, amplifier and AC adaptor, worth £245, will sell for £150. Phone 061 487 1319, or write to: I Stevenson, 24 Penrhyn Crescent, Hazel Grove, Stockport SK7 5NF.

● Games for sale: Mercenary Force £10, Burai Fighter Deluxe £10, Terminator 2 £10, WWF Superstars £10, Super Mario Land 2 £12.50, Bart Vs Juggernauts £12.50 and WWF Superstars 2 £12.50. All boxed as new with instructions. Call (0843) 41665.

● For sale Speedball 2, Bart Vs Juggernauts and Blades of Steel, £15 each. Phone (0432) 274491.

● Game Boy for sale with 8 games: Phantom Air Mission, Tetris, Super Mario Land, Terminator 2, Nintendo World Cup, Revenge of the Gator, Dr Franken and Mortal Kombat! All games come boxed with instructions. Plus Game Boy case which carries 5 games. All this for £160. Call 071 737 6159 between 5-9pm. Hurry!

● Game Boy games for sale: Castlevania Adventure £12, and Spider-Man £8, both in good condition and boxed with instructions. Ring (021) 358 1157.

● Game Boy and 4 games for sale: Batman, Parasol Stars, Mario Tennis and Tetris, carry case, etc. £90. Phone 021 705 8891.

● Game Boy, Hook, Alleyway, Motocross Maniacs, Tetris, carry case, earphones and connector, all for sale, only £42 ono. Call 0444 232209.

● Great offer: 12 games, light, headphones, carry case and Game Boy for £225.00. Games: Lemmings, Prince of Persia, Terminator 2, Caesar's Palace, Bugs Bunny Crazy Castle, Batman, Nemesis, Tetris, Radar Mission, Castlevania Adventure, Fortress of Fear and Super Mario Land. Ring 0602 397226.

● Game Boy games for sale - Star Trek: The Next Generation, Darkwing Duck, Radar Mission, The Empire Strikes Back and Probector. All perfect condition, £16 each. Also magnifier £4. Tel: (0782) 327110 (Midlands area).

● For sale Skate or Die £10, Pro Action Replay £15 and game light £5. The lot for £25. Call 0442 825598.

● I will sell my Game Boy with battery pack, 9 games, carry case and game light, £170 please. Tel: (0492) 641297.

● Game Boy for sale, with 7 great games and carry case, all for just £130 ono. Phone 0722 780129.

● Game Boy for sale with 5 games including Jurassic Park and Alien 3. All worth £130, will sell for £85. Tel: (0322) 270163 after 4pm.

● Game Boy with Tetris, headphones and 2 player lead as well as Konix Holster. Absolutely mint condition. £35. Phone 0509 504152. All boxed as new!

● For sale! Game Boy games: Mickey Mouse, Duck Tales, Spider-Man, Home Alone, Terminator 2, Hook, 12 games altogether including the above. Sell for £45 ono. Phone (051) 928 3665.

● Game Boy with 7 good games, Handy Boy, Game Genie, carry case and 17 GB Action magazines. Everything with boxes and instructions. £150. Call 058473 606.

● Game Boy with Tetris, WWF, Super Mario Land 1 & 2, carry all, playboy case and light for £100. Leads etc. included. Ring 0422 245800.

● Game Boy games for sale: Speedball, The Humans, Lemmings, Battletoads, Probector and Prince of Persia, £12 each. Phone (0252) 542345.

● For sale Game Boy with 3 games: Star Wars, Tetris and Super Kick-Off, AC adaptor, and rechargeable battery pack, all for £75. Phone 0273 551615 after 3.30pm.

● For sale: The Empire Strikes Back, Battle of Olympus and Probector, £12 each, plus Motorcross Maniacs for £9. All are boxed with instructions except Battle of Olympus. Phone 081 202 7323 after 6pm.

● Attention! Will sell my Game Boy with 2 player lead and 9 games, 3 of which are fully boxed with instructions, with the rest in their cases. The games include: Jordan Vs Bird, All-Star Challenge and Bo Jackson 2 in 1. In very good condition. Approx 1 year old. If new £200+, but I will sell for just £99. If interested phone 081 958 2829.

● All you top gamers out there must have Batman: Return of the Joker and Prince Valiant surely! If not and you want them boxed with instructions, phone 0442 862011 and get them for £13 each.

● Sell Alien 3 and Super Kick-Off, £15. Phone 021 3355 1781.

● Sell Super Kick-Off, Xenon II, Spider-Man 2 and Pit-Fighter, £10 each. Also Best of the Best and Raging Fighter, £17 each, and Alfred Chicken

£20. All games boxed with instructions. Phone (0908) 315426.

● I will sell my Game Boy with Super Mario Land 2, Lemmings, Tetris, Nintendo World Cup and Burai Fighter Deluxe, AC adaptor, battery pack, light booster and earphones. 3 games are boxed and 2 are not. All for £85. I have a Sega Master System for sale with 3 games, £60. Phone (0354) 693793.

● For sale 12 games including Addams Family, Duck Tales, Batman: Return of the Joker, Pinball Dreams, Star Trek and Spider-Man. All for only £50 (£100 with Game Boy). Phone 0831 691425.

● For sale Game Boy, 2 games and Handy carry all for £50 or £45, might even accept £40. Ring (0472) 825361.

PERSONALS

● To everyone who wrote to 'GB News' (L Hipkiss), you will receive your stuff within the next 2 weeks, so don't worry! Sorry it's late! No more joiners please!! From L Hipkiss, GB News Club.

PEN PALS

● Male and female penpals wanted. Must like music, watching videos, going to the cinema and playing computers. If this is you get writing to: T Patterson, 18 Nevaline Drive, Fernhill, Rutherglen, Glasgow G73 4HQ, Scotland.

● If you're 12-17 and like to have a good laugh write to me! I will reply to everyone. Write to: K Rice, 138 Sagecroft Road, Thatcham, Berkshire RG14 3BE.

● I'm looking for a female penpal, aged 11-16. Must own Game Boy. Please send photo of yourself. My hobbies include drawing, music and photography. Please write to: K Sheek, 2 Deans Hill, Chepstow, Gwent NP6 5AT.

● Male (15) into heavy metal and martial arts seeks female 14+, cynical sense of humour preferred. Write to: D Lee, 12 Allianpark Street, Largs, Ayrshire KA30 9AG.

● Wanted female penpals (12+) and male penpals (14+). I am 14 and have a Game Boy. Will reply to all. Send a recent photo if poss. if you can't never mind. Write to L Hipkiss, "Beavers' Brook," Bolham, Tiverton, Devon EX16 7RJ.

● Wanted male or female penpal to share stamp and pen ink. Game Boy not required. If you're aged between 15-18 and not a train spotter, write and enclose photo if possible to: N Ferguson, 21 Cromlech Park, Kilkeel, Co Down, N Ireland BT34 2AY.

● Wanted! Penpal aged 11-13, male, must like Michael Jackson and enjoy playing on the Game Boy. Reply 100%. Write to: R McLeans, 18 School Lane, Stoneygate, Kincardineshire, Scotland AB3 2FB.

● Help! Desperately seeking penfriends, any age/sex. I'm 21, like games, horror books and pet rats. I'll answer all letters. Write to: D Francis, 25 Brays Road, Sheldon, Birmingham B26 1NX.

● Help!!! Penpals wanted. Must be 13 (like me) and have a good sense of humour! Don't hesitate, just write!!! ASAP. Photo if poss. Write to: V Llewellyn, 25 Finsbury Street, Middlesbrough, Cleveland TS1 4JR.

● Penpals wanted, male or female, guaranteed reply, sense of humour essential, age not important, I am 19 years old. Write to: H Cundall, 6 Oaklands Crescent, Cablesforth, Selby, North Yorkshire YO8 8HN.

● I need penpals quickly! Must own Game Boy. Return guaranteed! Call (021) 707 4838 for details. Hurry!

● 20 year old seeks penpals any age or sex to talk about life, the universe or anything. Write to: N Pointon, 31 St Teilo's Way, Caerphilly, Mid Glamorgan CF8 1JA.

● Penfriend wanted, must be female, aged 17, who likes music, Game Boys and Sega MDs. Please enclose recent photo of yourself. 100% reply. Write to: T Wiseman, 5 Arden Crescent, Dagenham, Essex RM9 6TJ.

● Do you have a SNES, Sega Master System or Game Boy and want some excitement in your life? Any age over 12. Write to 14 year old lively male. 100% reply! Any sex. Write to: R Leather-Harris, 41A Parkfield Rd, Pucklechurch, Bristol BS17 3NP.

CLUBS/MAGS

● Free tips and cheats for all computers and consoles from 'Got a Good Name?' Write, enclosing your problem, the game(s) name(s) and a stamped SAE. You will receive a cheat or solemn apology within 2 weeks. I don't supply Pro Action Replay or Game Genie codes. Hints, tips or plain cheats available! Write to: 'Got a Good Name?' 11 The Meadows, Leven, East Yorkshire HU17 5LX.

● Wanted urgently! Help! I need staff for my 'GB News' club and magazines. I need: designer (arty person), letters page (3 people needed), reviews (2 people needed), cheats (3 people needed), and an editor to help me (1 person needed). There are 10 people needed male or female 12+. Write with a sample of your work and the salary you require. I will reply to all. Thank you! Write now to: L Hipkiss, "Beavers' Brook," Bolham, Tiverton, Devon EX16 7RJ. Before December please!!

● Nintendo consoles or handhelds cheats. 5p per cheat. First ones free. Send a SAE to: G Hocking, 6 Surrey Crescent, Moorside, Consett, Co Durham DH8 8HU. Money returned if no cheats found. Get writing!

● Masses of swaps/tips/pensals. Huge range of games for sale. "Gameswap" club has got the lot!! Free details. Just send SAE to: I Rogers, "Gameswap," Box 124, Sheffield S31 8ZT. Or phone 0274 584809.

● "Select" is the new fanzine for Game Boy freaks, includes reviews, tips, cheats and pad. Send £1 ono to C Ducker & D Steel, "Select," 23 Carlton Park Avenue, Raynes Park, London SW20 8BJ. Already 150 members, so hurry! Tel: 081 540 5993.

● Join GB News. Full of reviews, competitions, top tens and loads more. For membership form send 20p with your name, address and age. If you can't send 20p, a £5 will do fine! Join before December please. This is your last chance before the club is completely full. Write to: T Patterson, 18 Nevaline Drive, Fernhill, Rutherglen, Glasgow G73 4HQ, Scotland.

● Cheats 'n' Tips: Game Boy, SNES and NES. Send £1 and list of 15 games to be tipped. Send to: J Paterson, 3 Wakefield Avenue, Fareham, Hants PO16 7RJ.

● Do you want a cassette with loads of cheats on it for NES, SNES and Game Boy. Send a 2nd class stamp and a £1 coin and a blank tape all in a jiffy envelope to: D Wade, Cheadle Hulme, 98 Greystones Drive, West Bridgford, Nottingham NG2 7GB. Tel: 0602 812807. (All items stated are essential.)

● Free tips for all Nintendo systems! Send SAE and a list of up to 40 games, state if you own an Action Replay/Game Genie, send to D Walker, 11 Chalfont Close, Beddau, Mid Glamorgan CF38 2ZA. Cheats will arrive within 2 weeks!

● Cheats! All systems, consoles and handhelds. Send name of game and name of system and I will send you pure and simple cheats, tips and player's guides where available, or your money back! Send SAE and 50p to: P Robert, 63 Elton Court, Melick, Co Clare, Eire.

● Paul's penpal club! Don't delay, loads of fun and games! Help with anything! Please remember to send a SAE. Free to join! And penpals too! Get writing to: P Dunbavan, 4 The Green, Ribbleville, Ribbleton, Preston PR2 6QF. Tel: 0772 796489.

● Wanted! Penpal aged 11-13, male, must like Michael Jackson and enjoy playing on the Game Boy. Reply 100%. Only £2 per game, or £3 for 2! Send no money now, write with SAE for more details to: M Andrews, 6 Slade Terrace, Fishguard, Dyfed SA6 9PD. Phone 0348 874263.

● Gamer-Link! The original penpal club for gamers! Over 350 members world wide! Send stamp for full details to: Sude & Dave, 28 Churchfield, Ware, Herts SG12 0EP.

● Calling all overseas readers! Free membership to Gamer-Link! penpal club when you send 5 unposted picture postcards to: Sude & Dave, 28 Churchfield, Ware, Herts SG12 0EP.

● Atari ST games: The Light Corridor, Murders in Space and The Games (Winter Edition), all boxed with instructions. For sale or swap all 3 for 1 good Game Boy game. Please write with offers to: 5 Harvey, 3 High Lane, Halifax HN2 0NW. SAE appreciated.

● For sale C64 with over 150 games, all leads and manuals, joystick and laser gun, still boxed, excellent condition. £100. Or swap for SNE5 with 1 or 2 games. Ring 0904 468564.

● Sega Master System, 6 games, 3 controllers, and 12 magazines, worth £250, will sell for £75. Ring (0652) 633319, Humberside area only.

● C64 for sale. New model, 50+ games, power pack, 2 joysticks, user manual and datasette. Games include Street Fighter II, Terminator 2, Creatures, etc. £50 ono. Phone (0254) 773297.

● For sale Amiga 500, 1 meg, stacks of games and magazines, 2 joysticks and Quake mouse, £200. Ring 051 336 3677.

● Atari 2600, 15 games, 1 cartridge and 2 joysticks, £35. In good condition, must be collected, urgent sale. Write to: T Arbon, 280 Riverside Villa, Crettingham, Woodbridge, Suffolk IP13 7BG.

● Spectrum +2 computer for sale, 100+ games, complete with joystick and mouse, includes Paint Package and all the necessary leads. All in full working order. The ideal present! Call 0942 41774. Worth over £150, a bargain at £40.

● I need 18 mini boglins which include Dino, Purg, Klub, Drak, Dwiz, Fling and others as well as any scouts. Have you any to sell or swap? If so ring 0222 228226.

● NES for sale with 11 games including Super Mario Bros 3, Gremlins 2, and Robocop 2. All offers welcome. Phone 0280 823088, preferably living in Bucks area.

● 3 Spectrum games for sale: WEC Let Mans 24, Advanced Soccer Simulator and Jet Set. Also Currah Speech System for Spectrum and ZX Spectrum+ for parts only, will split joystick interface for Spectrum 48K and an Amiga joystick. Phone 0382 541836.

● Sega Master System 2 for sale, with 8 games including Sonic the Hedgehog 2, joystick and pad. Will sell for £140 ono. Tel: 081 572 5502 after 4.30pm any day.

● Atari 2600, excellent condition, plus 20 games, 2 brand new joysticks, 1 old joystick and all instructions included. £60 ono. Ring 0207 542216.

● I will swap Sega Master System with Sonic the Hedgehog 1 & 2 games for SNES, or sell. Tel: (0524) 421891.

● NES for sale, boxed with instructions, 2 joy-pads and 2 games boxed with instructions in excellent condition, £45. Ring (0375) 390536 after 4pm week days.

● Sega Game Gear games for sale: Lemmings £15, Sonic the Hedgehog £10, Super Kick-Off £15, Spider-Man £15, etc. Send for list to: R Oswald, 805 Lewis Flats, Ixworth Place, Chelsea, London SW3 3QG.

● Will sell two 5aisho tape and radio Geto-Blasters for £15-20 each. Also I will sell a Hanimex Disc Camera with a case and film for £7-10. Phone (051) 336 5035.

● For sale Amstrad 6128 computer with built-in disk drive, monitor, external tape, Multiface 2 and around 200 games. £200 ono. Ring (0353) 648819.

● Wanted Atari Lynx games. Wanted Atari Lynx magazines. Any thing considered. Dirt cheap please. Poor housewife and mother. Lists to: W Marshall, 29 Barber Street, Eastwood, Nottingham NG10 3EW.

● N5 for sale, good condition, with 18 games including Super Mario Bros 1, 2 & 3, Micro Machines, Dizzy, Elite, Lemmings, Maniac Mansion and more. Worth £580, will sell for the crazy price of £300. Phone 0772 432387.

● Atari STE 1 meg computer. Over 200 games, 50 programs, 2 mice, 1 joystick, disk box, mouse mat, etc. £160. No offers please. Phone 051 928 3665.

● For sale. Old GB Action mags issues 12-15, £1 each ono. Also Total mags Jan-Oct '93, £3 each or £5 the lot. Also Robocod, DJ Puff, Agent Orange and Hover Boomer for £64 (call on 1 tape), £250, will consider £15. Plus Deddy Boy for Sega Master System £10, will consider between £7-15. Plus posters of your choice (anything 10p each, or £1 for 50). Also wanted games for the 5aisho Gear: Sonic the Hedgehog 2, Mickey Mouse, Cool Spot, Taz-Mania, Magical Guy and Sinister Six. Will pay £10-15 for each game. Write to: L Hipkiss, "Beavers' Brook," Bolham, Tiverton, Devon EX16 7RJ.

● Spectrum+ for sale. Over 200 games plus printer, magazines, books and tape recorder. All for £100! Phone after 6pm on 081 888 1033.

● SNE5 games for sale: Buster Busts Loose £40, Alien £40, and Super Mario World £30. Call 081 451 2398.

● Swap Sega Game Gear with 3 games and an AC adaptor for Sega Mega Drive and 2 games, SNE5 and 2 games or a Game Boy with games. Also wanted someone to swap Amiga games. Also wanted Sega Mega Drive with 2+ games around £60. Tel: 0452 713667.

● Wanted a SNE5 plus games, must have 2 control pads and be in good condition, will offer around £70. Ring (081) 882 5231.

● For sale 5 issues of Mean Machines: 9, 10, 11, 21 & 22. Issues 9 & 10 are £1.50 each and the rest are 80p each. All of them for £5. Great value. Phone 0442 862011 now!

● Amstrad 6128



Colour your life with Mega Action

RUN DOWN TO YOUR NEWSAGENTS NOW WHILE STOCKS LAST !



PURE GAME BOY EXCITEMENT NEXT MONTH

There's gonna be more Game Boy related stuff packed into next month's issue than you can shake a big fat fish at. So buy it, cos it'll be the best thing since cress.

SENSIBLE SOCCER

The sports genre in video gaming in general is booming royal style.

GB Action, once more catering for the needs of Game Boy owners everywhere, dissects

Sony Imagesoft's latest Game Boy offering, Sensible Soccer.

Universally acclaimed on the

Amiga, can a game of such magnitude be translated successfully on the dinky mono screen we all know and love? Maybe...

GB ACTION

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The world's only Game Boy mag can be ordered at a newsagent near you. Don't be a geek, a freak or averagely oblique. Order it NOW.

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MANGA! ANIME OVERLOAD

The latest fad among the cool, apart from the Game Boy of course, is Manga video. We'll extend our coverage to give you a thorough education in the entertainment form that's sweeping across the nation like a seventh sense. Open your eyes to a visual overload of Japanese fun.

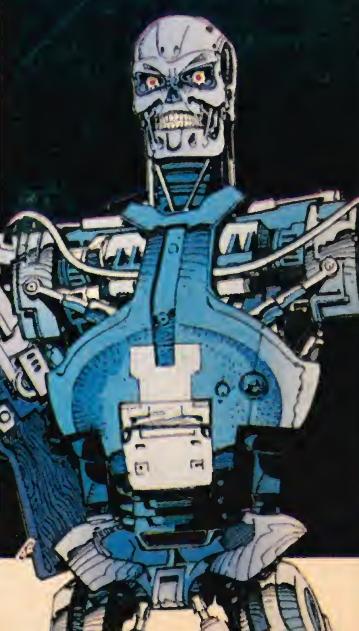
MORE BART

Following on from the taster preview, we'll see if Bart can actually reach the top of the beanstalk or whether he'll just flounder in a sea of retarded humour. Aye carumba, whoa mama, eat my shorts and all that malarkey.

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